



ROLEMASTER™

THE STANDARD SYSTEM

1996

For the
*Rolemaster
Standard
System...*

- Complete system-wide index!
- New Master Development Point Table
- New Master Training Package Table
- Character records for all the new races and professions
- Updated Master Spell List pages



1996 ROLEMASTER ANNUAL™

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WELCOME

Welcome to the first *Rolemaster Annual*! This section of this book will explain what this book is all about and present a summary of major things happening in the *Rolemaster Standard System*.

WHAT IS THIS BOOK?

As the *RMSS* expands and evolves, many of the master tables become outdated or incomplete. In addition, duplicating old materials to take into account new rules is often not effective in a given book. This book addresses those needs.

What you will find in this book are completely updated master tables (Master Development Point Table, Master Training Package Table, and Master Racial Listing) that include all of the material from the *RMSR* as well as all *RMSS* books published in 1996. In addition, you will find character record sheets for the new races and professions introduced in *RMSS* books published in 1996. Also, some *RMSS* material published in 1996 was not provided in the perforated and 3-hole drilled pages; that material is repeated here in the more convenient format. Finally, this book contains a complete system-wide index of all the *RMSS* books published as of the end of 1996.

NEW RULES AND OPTIONS

This section contains an overview of some of the new rules and options that were published in 1996.

ARCANE COMPANION

Lots of new rules here dealing with Arcane magic and how to integrate it into a campaign. Specifically, rules for Earthnodes and Ley Lines (sources of Arcane magic) are given. Rules for Bladerunes (a special kind of Arcane magic) are also given. Guidelines on how to "control" Arcane magic (from a GM's perspective) are provided. Four new professions (Arcanist, Wizard, Chaotic, and Magehunter) are detailed as are six new training packages.



TREASURE COMPANION

This book deals with the concepts of treasure of all types. Included are full-blown, detailed rules for all kinds of Alchemy (and how to incorporate Alchemy into your game). Also provided are guidelines on how to create "random" treasure generation tables (as well as some tables already created). Three new professions are introduced (one alchemist for each realm of magic) as well as rules for "divine" alchemy (to create artifact-type items).

TALENT LAW

In this book, a whole new system for handling background options is presented. This point-based system allows players (under the guidance of their GM) to create a completely customized character that fits their background concepts (though there are lots of GM cautionary notes here; players will abuse this system if GM's let them). In addition, for ambitious GM's, a system on how to create races that are balanced against the other races in the *RMSS* is detailed.

RACES & CULTURES: UNDERGROUND RACES

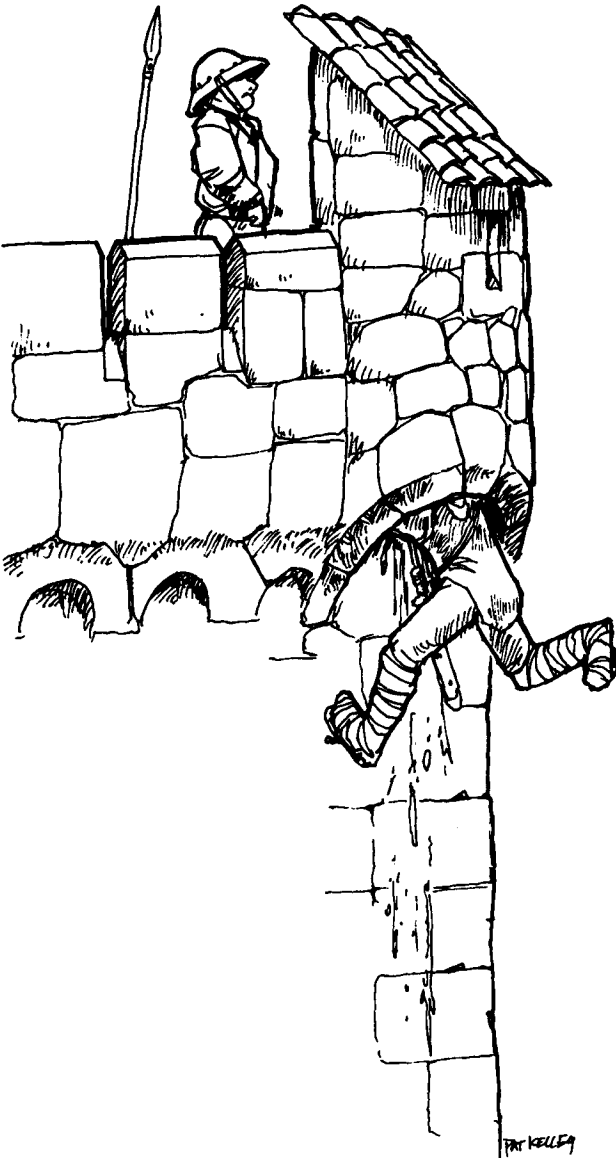
In addition to providing complete racial information for all of the standard underground races (eleven races plus some cultural variants), this book introduces three new concepts: the racial training package, racial talents and flaws, and racial spell lists. These are special items usually only available to characters of the specific race (though guidelines are given to show how non-members can acquire them as well). Lots of new training packages are presented in this book (36 to be exact).

WEAPON LAW

This book provides all the basic rules needed to run firearms in a role playing game (more details will be provided in source books for genres; e.g., *Black Ops*). Lots of new rules here, but not a lot of new concepts. Included is a master weapon listing of over 600 different weapons. The attack tables are designed so that the 49 different attack tables will cover all firearms attacks from the birth of the firearm to the modern day.

CASTLES & RUINS

This source book provides twenty new training packages (that all deal with folks in and around a castle setting). However, the significant new concept is the training package spell list (a spell list that is associated with a training package, not a profession). Beyond that concept, details and rules for building and running a castle are provided as well. Tables and guidelines on "aging" a structure to the point that it is a ruins are also given.



ERRATA AND CLARIFICATIONS

There are several errata and clarifications that have been published for the *RMSS*. Only a couple of the errata are serious enough to cause system problems (e.g., the accidental omission of the Transcend Armor skill, the revision of the Occupation, Everyman, Restricted skill classifications, etc.). All errata are corrected in second and subsequent printings of each book.

Listed below are the major errata for the *RMSS*.

- The rules for Occupational, Everyman, and Restricted skill classifications have been simplified (in the *RMSR*).
- The Transcend Armor skill was added to the Power Manipulation skill category (in the *RMSR*).
- The stat bonuses for the Athletic • Endurance skill category are incorrect in the *Rolemaster Character Records* (the ones in the *RMSR* are correct).
- A set of definitions was left out of the *Spell Law* definitions.
- There are examples that are incorrect in *Talent Law* and in *Treasure Companion*. The text is correct (the example was not updated to reflect last minute system changes).
- The skill of Driving was accidentally left out of the Outdoor • Animal skill category in the *Rolemaster Character Records*.

RACE ABILITIES TABLE T-1.

Race	Racial Stat Bonus Modifications										RR Modifications					# BG opts
	Ag	Co	Me	Re	SD	Em	In	Pr	Qu	St	Ess.	Chan.	Ment.	Pois.	Dis.	
Dwarves	-2	+6	0	0	+2	-4	0	-4	-2	+2	+40	0	+40	+20	+15	5
Elves, Grey	+2	0	+2	0	-5	+2	0	+4	+4	0	-5	-5	-5	+10	+100	3
Elves, High	+2	0	+2	0	-5	+2	0	+6	+6	0	-5	-5	-5	+10	+100	2
Elves, Wood	+4	0	+2	0	-5	+2	0	+2	+2	0	-5	-5	-5	+10	+100	4
Gnolls †	+4	0	0	+1	+2	+4	+2	-2	+2	0	+10	0	0	+5	+5	5
Gnomes †	0	+1	+6	+3	+3	+5	-4	-2	-2	-3	0	+20	+5	0	0	4
Goblins †	0	+3	-2	+1	-2	-2	0	-2	+1	+2	0	0	0	+5	+5	6
Half-elves	+2	+2	0	0	-3	0	0	+4	+4	+2	-5	-5	-5	0	+50	4
Half-orcs	0	+2	0	0	+2	0	0	0	0	+2	0	0	0	+5	+5	5
Halflings, Haerfeat †	+6	+6	0	0	-4	-2	0	-6	+4	-8	+50	0	+40	+30	+15	5
Halflings, Staeknil †	+5	+6	+1	0	-3	-2	0	-5	+3	-7	+50	0	+40	+30	+15	5
Halflings, Waenfal †	+6	+5	0	0	-4	+1	0	-6	+4	-8	+50	0	+40	+30	+15	5
Halflings, Waerlin †	+6	+6	0	0	-3	-2	+1	-6	+4	-8	0	0	+40	+30	+15	4
Hobgoblins †	-2	+6	-2	-2	-2	-2	-2	-2	-2	+4	0	0	0	+5	+5	6
Kobolds †	+2	+4	0	0	0	-2	+2	-4	+6	-5	+10	+10	-10	+5	+5	6
Men, Common	0	0	0	0	+2	0	0	0	0	+2	0	0	0	0	0	6
Men, High	-2	+4	0	0	0	0	0	+4	-2	+4	-5	-5	-5	0	0	4
Men, Mixed	0	+2	0	0	+2	+2	0	+2	0	+2	0	0	0	0	0	5
Orcs, Common	0	+2	-4	-2	-4	-2	-4	-2	0	+2	0	0	0	0	+5	5
Orcs, Greater	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	4
Orcs, Grey †	0	+4	+2	0	-1	+2	+2	0	0	+1	+40	0	+40	+20	+15	4
Orcs, Scrug †	-2	+4	-4	-4	-4	-2	-2	-2	0	+8	0	0	0	+5	+10	5
Orcs, Vard †	0	+4	-2	-2	-2	-2	-2	-2	0	+4	0	0	0	+5	+10	2
Troglodytes †	0	+4	0	-2	0	-4	0	-2	+2	+4	0	+10	0	+20	+20	5

Skill Rank Bonus Progression:

Race	Body Development	Channeling PP Development	Essence PP Development	Mentalism PP Development	Arcane PP Development
Dwarves	0•7•4•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Elves, Grey	0•6•3•2•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Elves, High	0•7•3•2•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Elves, Wood	0•6•3•1•1	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3	0•6•5•4•3
Gnolls †	0•6•2•2•1	0•3•2•1•1	0•7•6•5•4	0•4•3•1•1	0•5•3•1•1
Gnomes †	0•6•2•2•1	0•2•1•1•1	0•6•6•4•3	0•6•4•3•2	0•7•5•4•3
Goblins †	0•6•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Half-elves	0•7•5•3•1	0•6•5•4•3	0•6•6•4•3	0•7•5•4•3	0•6•5•4•3
Half-orcs	0•7•4•2•1	0•6•5•4•3	0•6•4•3•2	0•6•4•3•2	0•6•4•3•2
Halflings, Haerfeat †	0•6•2•2•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Halflings, Staeknil †	0•6•2•2•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Halflings, Waenfal †	0•6•2•2•1	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1	0•2•1•1•1
Halflings, Waerlin †	0•6•2•2•1	0•6•5•4•3	0•6•5•4•3	0•2•1•1•1	0•2•1•1•1
Hobgoblins †	0•7•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Kobolds †	0•5•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1
Men, Common	0•6•4•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Men, High	0•7•5•3•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Men, Mixed	0•6•5•2•1	0•6•5•4•3	0•6•5•4•3	0•7•6•5•4	0•6•5•4•3
Orcs, Common	0•6•3•2•1	0•6•5•4•3	0•4•3•2•1	0•4•3•2•1	0•4•3•2•1
Orcs, Greater	0•7•3•2•1	0•6•5•4•3	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2
Orcs, Grey †	0•6•3•2•1	0•6•5•4•3	0•6•5•4•3	0•6•4•3•2	0•6•4•3•2
Orcs, Skrug †	0•6•3•2•1	0•6•5•4•3	0•4•3•2•1	0•4•3•2•1	0•4•3•2•1
Orcs, Vard †	0•7•3•2•1	0•6•5•4•3	0•5•3•2•2	0•5•3•2•2	0•5•3•2•2
Troglodytes †	0•7•3•2•1	0•6•5•4•3	0•3•2•1•1	0•3•2•1•1	0•3•2•1•1

Note: Hybrid PP progressions are calculated by taking the lesser of the Hybrid spell user's two realms' progressions.

† These races first appeared in *Races & Cultures: Underground Races*

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Mystic	Sorcerer
Armor • Heavy	2/2/2	4/4/4	3/3/3	10	4/4/4	11	11	11	11	7/7/7	5/5/5	7/7/7	7/7/7	11
Armor • Light	1/1/1	2/2/2	1/1/1	9	2/2/2	9	9	2/2/2	2/2/2	4/4/4	2/2/2	4/4/4	4/4/4	9
Armor • Medium	2/2/2	3/3/3	2/2/2	10	3/3/3	10	10	10	10	6/6/6	4/4/4	6/6/6	6/6/6	10
Artistic • Active	2/5	2/4	2/4	2/5	2/5	2/5	1/5	2/5	2/5	2/5	2/5	2/5	1/4	2/5
Artistic • Passive	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5
Athletic • Brawn	2/5	3/6	2/6	2/5	3/6	6	7	5	4	5	6	6	7	7
Athletic • Endurance	2/6	2/7	2/5	2/6	2/7	3	3	3	3	3	3	3	3	3
Athletic • Gymnastics	2/5	1/3	1/5	1/3	2/6	3	3	3	3	3/9	3/9	3	3	3
Awareness • Perceptions	2/9	2/5	2/6	2/9	3/10	6	4	6	6	5	5	6	3	6
Awareness • Searching	2/5	1/3	1/5	2/5	2/6	3	3	2/6	1/5	3	3	3	2/4	3
Awareness • Senses	2/6	2/5	2/6	2/5	2/6	3/7	2/6	3/7	3/7	3/7	3/7	3/7	2/6	3/7
Body Development	2/5	5/12	3/9	4/10	4/12	15	15	10	8	12	12	2/6	15	15
Combat Maneuvers	3/9	4/12	4/10	4/9	4/12	18	18	10	10	14	14	18	18	18
Communications	3/3/3	3/3/3	3/3/3	3/3/3	2/2/2	2/2/2	1/1/1	2/2/2	2/2/2	2/2/2	2/2/2	2/2/2	1/1/1	2/2/2
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	20	20	20	20	3/6	2/5	2/6	3	3	2/6	2/7	3	2/6	2/5
Influence	2/7	2/5	2/5	2/7	2/5	2/6	2/5	2/4	2/6	2/6	2/6	2/6	1/4	2/6
Lore • General	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Lore • Magical	6	5	4	6	3	1/4	1/4	2/4	2/5	2/4	2/5	2/5	2/5	2/5
Lore • Obscure	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Lore • Technical	2/6	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Martial Arts • Striking	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9
Martial Arts • Sweeps	3/5	3/7	3/7	1/3	3	9	9	6	6	3	3	6	6	9
Outdoor • Animal	1/4	2/5	1/5	2/6	2/5	3	3	3	1/2	3	3	3	3	3
Outdoor • Environmental	2/5	2/6	2/4	2/6	2/5	3	3	2/7	1/2	3	3	3	3	3
Power Awareness	8	6	7	8	4/7	1/4	1/4	2/5	2/6	2/5	2/6	2/6	2/5	2/5
Power Manipulation	18	18	12	14	8	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Power Point Development	20	15	12	15	10	4	4	4	4	4	4	6	6	6
Science/Analytic • Basic	3/6	3/6	3/6	3/6	2/5	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4
Science/Analytic • Specialized	12	12	12	12	8	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14	6/14
Self Control	2/6	2/6	2/6	1/3	2/7	6	6	5	5	3	3	2/7	5	5
Special Attacks	2/6	2/8	2/7	2/10	5/11	15	15	10	10	12	12	15	15	15
Special Defenses	35	35	35	6/12	30	40	40	40	40	25	25	25	25	40
Spells • Arcane Base Lists (other)†	60	65	80	75	75	25	25	25	25	25	25	12	12	12
Arcane Base Lists (own) †	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Closed Arcane Lists †	45	45	50	50	55	10/10	10/10	10/10	10/10	10/10	10/10	8/8	8/8	8/8
Open Arcane Lists	30	22	20	25	15	6/6	6/6	6/6	6/6	6/6	6/6	5/5	5/5	5/5
Other Realm Base Lists †	120	120	120	120	100	50	50	50	50	50	50	60	60	60
Other Realm Closed Lists †	105	100	90	95	80	20	20	20	20	20	20	25	25	25
Other Realm Open Lists †	90	80	60	70	40	10/10	10/10	10/10	10/10	10/10	10/10	12	12	12
Own Realm Closed Lists †	40	35	25	30	15	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
Own Realm Open Lists †	25	18	15	20	10	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
Own Realm Other Base Lists †	80	70	50	60	30	8/8	8/8	8/8	8/8	8/8	8/8	10/10	10/10	10/10
Own Realm Own Base Lists	—	—	—	—	—	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3	3/3/3
Own Realm TP Lists	8/8/8	8/8/8	8/8/8	8/8/8	8/8/8	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
Other Realm TP Lists	16/16	16/16	16/16	16/16	16/16	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8	8/8
Subterfuge • Attack	6/10	2/6	4/8	6/12	6/12	15	9	15	10	15	15	15	15	15
Subterfuge • Mechanics	3/8	1/3	2/5	3/9	3/6	7	8	7	8	7	8	8	7	7
Subterfuge • Stealth	2/5	1/3	1/3	2/4	2/6	5	3	5	3	5	6	6	2/7	6
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12
Urban	2/4	1/2	1/3	3/6	2/5	3	3	3	4	3	3	3	2/5	3
Weapon • 1-H Concussion *	1/5	2/7	2/5	4	3/6	9	9	6	6	6	6	9	9	9
Weapon • 1-H Edged *	2/5	3/8	3/8	6	3/6	20	20	7	7	8	8	20	20	20
Weapon • 2-Handed *	2/7	4	3/9	8	4	20	20	9	9	15	15	20	20	20
Weapon • Missile *	2/7	4	3/9	8	5	20	20	9	9	20	20	20	20	20
Weapon • Missile Artillery *	2/7	4	3/9	8	6	20	20	9	9	20	20	20	20	20
Weapon • Pole Arms *	5	6	6	15	7	20	20	20	20	20	20	20	20	20
Weapon • Thrown *	5	6	6	15	7	20	20	20	20	20	20	20	20	20
Firearm • 1-Handed *	5	6	6	15	7	20	20	20	20	20	20	20	20	20
Firearm • 2-Handed *	5	6	6	15	7	20	20	20	20	20	20	20	20	20

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2 in RMSR).

† — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4 in RMSR).

STANDARD SKILL CATEGORY DEVELOPMENT POINT COST TABLE T-2.8

Skill Category	Ranger	Paladin	Monk	Dabble	Bard	Magent	Arcanist	Wizard	Chaotic	Maghunter	Essence Alchemist	Channeling Alchemist	Mentalism Alchemist
Armor • Heavy	5/5/5	3/3/3	11	11	5/5/5	6/6/6	11	11	8/8/8	7/7/7	5/5/5	11	5/5/5
Armor • Light	2/2/2	1/1/1	9	5/5/5	2/2/2	2/2/2	9	9	6/6/6	5/5/5	2/2/2	2/2/2	2/2/2
Armor • Medium	4/4/4	2/2/2	10	10	3/3/3	4/4/4	10	10	7/7/7	6/6/6	4/4/4	10	4/4/4
Artistic • Active	2/5	2/5	2/5	2/4	1/2	2/4	2/5	2/5	2/5	2/5	2/5	2/5	2/5
Artistic • Passive	2/5	2/5	2/5	2/5	1/3	2/5	2/5	2/5	2/5	2/5	2/5	2/5	2/5
Athletic • Brawn	3/7	3/7	3/7	3/9	4/9	3/9	7	7	3/6	3/6	3	3	3
Athletic • Endurance	1/5	2/7	2/7	2/7	2/7	2/7	3	3	2/6	2/6	3	3	3
Athletic • Gymnastics	3/6	3/7	1/5	2/4	2/6	2/4	3	3	2/6	1/5	6	6	3/9
Awareness • Perceptions	3/12	5/14	4/14	4/12	4/12	3/10	4	4	4/12	2/10	6	6	5
Awareness • Searching	1/4	2/6	2/6	2/6	2/6	1/5	2	2	2/6	2/6	3	2/6	3
Awareness • Senses	2/5	3/7	3/7	3/7	3/7	2/6	1/4	1/4	2/6	1/5	3/7	3/7	3/7
Body Development	4/12	4/10	6/14	6/14	6/14	6/14	16	16	4/10	6/14	15	10	12
Combat Maneuvers	5/12	4/10	5/12	6/14	6/14	6/14	18	18	5/12	4/12	18	10	14
Communications	3/3/3	3/3/3	3/3/3	2/2/2	1/1/1	1/1/1	2/2/2	2/2/2	3/3/3	3/3/3	2/2/2	2/2/2	2/2/2
Crafts	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10	4/10
Directed Spells	15	20	9	5	10	10	2/5	3	10	12	3	3	2/7
Influence	2/6	1/5	2/6	2/4	1/4	1/5	2/5	2/5	2/6	2/4	2/6	2/6	2/6
Lore • General	1/3	1/3	1/3	1/3	1/2	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Lore • Magical	3/6	3/6	3/6	2/6	1/4	3/6	1/4	1/4	2/7	2/4	1/4	2/4	2/4
Lore • Obscure	3/7	3/7	3/7	3/7	2/4	3/7	3/6	3/6	3/7	3/7	3/7	3/7	3/7
Lore • Technical	2/6	2/6	2/6	2/5	2/4	2/5	2/6	2/6	2/6	2/6	2/6	2/6	2/6
Martial Arts • Striking	4	6	2/5	4	3	3	9	9	5	3	9	6	3
Martial Arts • Sweeps	4	6	2/5	4	3	3	9	9	5	3	9	6	3
Outdoor • Animal	1/5	2/6	2/7	2/6	2/7	2/7	3	3	2/7	2/6	3	3	3
Outdoor • Environmental	1/3	2/6	2/6	2/6	2/6	2/6	3	3	2/6	1/5	3	2/7	3
Power Awareness	5	6	3/7	2/7	3/6	3/7	1/3	1/3	2/4	1/5	1/4	2/5	2/5
Power Manipulation	6/12	6/12	6/12	6/12	6/12	6/12	3/9	3/7	4/10	6/12	4/10	4/10	4/10
Power Point Development	8	8	8	8	8	8	4	4	8	8	4	4	4
Science/Analytic • Basic	2/5	2/5	2/5	2/5	2/5	2/5	1/4	1/4	2/4	2/4	1/3	1/4	1/4
Science/Analytic • Specialized	8	8	8	8	8	8	6/12	6/12	6/14	8	3/7	6/14	6/14
Self Control	2/7	2/7	2/4	2/7	2/7	2/6	5	5	6	2/6	6	5	3/9
Special Attacks	3/9	2/8	5	6	6	4	18	18	8	4/9	15	10	12
Special Defenses	40	40	10	40	20	20	40	40	35	30	40	40	25
Spells • Arcane Base Lists (other)†	40	40	40	40	40	12/12	12/12	25	25	25	25	25	
Arcane Base Lists (own) †	-	-	-	-	-	-	3/3/3	3/3/3	6/6/6	6/6/6	-	-	-
Closed Arcane Lists †	18	18	18	18	18	18	4/4/4	4/4/4	16/16	16/16	10/10	10/10	10/10
Open Arcane Lists	12	12	12	12	12	12	4/4/4	4/4/4	11/11	11/11	6/6	6/6	6/6
Other Realm Base Lists †	80	80	80	80	80	80	10/10	10/10	60	60	50	50	50
Other Realm Closed Lists †	45	45	45	45	45	45	6/6	6/6	25	25	20	20	20
Other Realm Open Lists †	30	30	30	30	30	30	5/5	5/5	12	12	10/10	10/10	10/10
Own Realm Closed Lists †	10/10	10/10	10/10	10/10	10/10	10/10	-	-	-	-	4/4/4	4/4/4	4/4/4
Own Realm Open Lists †	8/8	8/8	8/8	8/8	8/8	8/8	-	-	-	-	4/4/4	4/4/4	4/4/4
Own Realm Other Base Lists †	25	25	25	25	25	25	-	-	-	-	8/8	8/8	8/8
Own Realm Own Base Lists	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	-	-	-	-	3/3/3	3/3/3	3/3/3
Own Realm TP Lists	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	4/4/4	4/4/4	6/6/6	6/6/6	4/4/4	4/4/4	4/4/4
Other Realm TP Lists	12/12	12/12	12/12	12/12	12/12	12/12	8/8	8/8	12/12	12/12	8/8	8/8	8/8
Subterfuge • Attack	6	15	8	6/12	12	5/10	16	16	10	6/14	15	15	15
Subterfuge • Mechanics	4	7	4	2/6	4	2/7	7	7	6	5	5	5	5
Subterfuge • Stealth	1/5	5	2/7	1/5	2/7	1/4	5	5	2/7	2/5	7	7	7
Technical/Trade • General	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7	3/7
Technical/Trade • Professional	8	8	8	8	8	8	8	8	8	8	8	8	8
Technical/Trade • Vocational	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	5/12	3/7	5/12	5/12
Urban	3/6	4	3/7	1/5	2/4	1/4	4	4	3/6	2/6	3	3	3
Weapon • 1-H Concussion *	3/7	2/5	5	3/9	3/9	3/7	9	9	4	3/5	4	6	5
Weapon • 1-H Edged *	4	3/8	8	6	6	4	20	20	6	4/9	9	7	7
Weapon • 2-Handed *	6	4	8	7	7	6	20	20	6	4	12	9	12
Weapon • Missile *	6	4	8	8	7	7	20	20	8	6	20	9	20
Weapon • Missile Artillery *	6	4	15	10	7	8	20	20	10	7	20	9	20
Weapon • Pole Arms *	9	6	15	15	15	9	20	20	12	8	20	20	20
Weapon • Thrown *	9	6	15	15	15	10	20	20	15	9	20	20	20
Firearm • 1-Handed *	9	6	15	15	15	10	20	20	15	9	20	20	20
Firearm • 2-Handed *	9	6	15	15	15	10	20	20	15	9	20	20	20

* — The DP costs for skill categories in this groups may be freely assigned to the categories in that group (see Section 15.2).
 † — Skill rank DP costs for ranks may vary due to the number of the rank being developed (see the Spell Lists DP Cost Table T-2.4).

TRAINING PACKAGE DP COST TABLE T-2.7

Training Package	Book	Months	Fighter	Thief	Rogue	Warrior Monk	Layman	Magician	Illusionist	Cleric	Animist	Mentalist	Lay Healer	Healer	Sorcerer	Mystic	Ranger	Paladin	Monk	Dabbler	Bard	Magent	Arcanist	Wizard	Chaotic	Magehunter	Channeling Alchemist	Essence Alchemist	Mentalist Alchemist
Adventurer (L)	RMSR	24	29	29	29	29	29	34	33	32	31	31	31	31	34	32	29	31	29	29	29	29	40	40	31	27	40	42	39
Amateur Mage (L)	RMSR	53	43	37	36	40	32	24	24	26	26	26	26	26	26	26	31	32	30	29	29	29	25	25	33	32	27	26	29
Animal Friend (L)	RMSR	102	25	16	20	24	28	33	31	31	31	33	37	33	33	30	22	30	28	28	28	26	37	37	35	28	43	44	38
Assassin (V)	RMSR	30	26	16	20	25	28	45	36	38	34	37	37	40	41	37	26	(34)	29	27	27	21	53	53	25	28	43	44	45
Berserker (L)	RMSR	64	22	26	26	28	28	45	45	36	36	34	34	42	44	44	28	26	26	29	29	28	55	55	38	31	(38)	(38)	(38)
Burglar (V)	RMSR	33	21	16	19	20	23	31	31	30	29	29	29	30	31	30	26	(28)	22	22	22	25	32	32	27	24	35	33	33
City Guard (V)	RMSR	25	15	17	16	23	20	31	31	28	27	24	24	29	31	30	20	28	28	25	25	21	32	32	26	20	25	24	24
Cloistered Academic (L)	RMSR	95	29	29	29	29	29	23	20	24	24	24	24	24	24	24	20	(25)	22	22	19	19	31	31	31	31	27	27	27
Con Man (V)	RMSR	32	21	18	18	22	21	24	25	26	27	28	28	28	28	28	19	20	(25)	22	19	14	35	35	35	33	26	25	25
Crafter (V)	RMSR	28	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	24	35	35	35	35	27	27	27
Cruading Academic (L)	RMSR	110	29	29	29	29	29	30	29	29	29	28	28	29	30	30	24	24	29	28	28	28	32	32	34	36	34	34	33
Cut Pursue (V)	RMSR	37	24	15	15	25	25	32	28	28	27	27	26	34	34	34	26	(33)	26	20	20	25	36	36	27	22	34	34	34
Detective (V)	RMSR	33	22	18	18	23	24	30	28	28	29	29	29	30	30	30	22	21	28	26	25	25	25	25	26	26	28	28	28
Diplomat (V)	RMSR	48	28	27	27	28	25	26	26	25	25	26	26	26	26	26	19	28	28	28	25	19	25	25	29	28	25	25	25
Doctor (V)	RMSR	18	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	23	26	26	26	26	23	22	22
Explorer (L)	RMSR	66	27	27	27	26	28	31	31	30	29	29	29	30	31	30	28	28	28	27	28	28	32	32	28	28	(34)	(34)	(33)
Guardian (L)	RMSR	116	27	28	27	32	29	40	40	33	31	35	32	35	40	34	28	29	29	34	32	32	53	53	41	30	(47)	(47)	(47)
Herbalist (V)	RMSR	33	23	23	23	23	23	26	26	23	20	29	23	23	23	23	18	20	23	23	23	23	26	26	23	24	30	30	28
Highwayman (V)	RMSR	35	19	21	20	22	22	30	30	27	27	28	28	28	30	30	25	(22)	25	25	23	23	32	32	32	19	30	30	28
Hunter (L)	RMSR	18	29	27	27	30	30	36	34	32	29	35	35	36	36	36	33	25	31	30	29	28	37	37	29	26	(44)	(38)	(39)
Knight (L)	RMSR	69	25	29	28	34	31	46	46	40	40	40	38	43	46	43	31	28	28	27	28	36	64	64	41	37	(50)	(48)	(45)
Loremaster (V)	RMSR	40	29	28	26	29	24	19	19	20	20	20	20	20	20	20	24	24	24	24	24	24	53	53	21	21	41	51	32
Marital Artist (L)	RMSR	73	30	30	30	24	30	40	40	35	35	30	38	39	40	40	35	31	35	28	31	29	10	10	10	10	21	21	21
Mercenary (L)	RMSR	80	28	30	30	33	31	44	44	36	35	38	38	44	44	40	28	31	29	35	32	32	31	31	38	36	(39)	(42)	(42)
Merchant (V)	RMSR	23	25	25	25	25	21	20	18	20	20	20	20	20	20	20	18	24	24	24	21	21	10	10	24	24	21	18	27
Performer (V)	RMSR	40	28	28	28	28	25	26	26	26	26	26	26	26	26	26	28	28	28	28	28	20	26	26	28	29	29	29	28
Philosopher (L)	RMSR	130	32	32	32	32	29	29	26	29	29	29	23	23	23	23	32	32	32	30	30	26	29	29	34	34	29	29	31
Sailor (V)	RMSR	28	20	19	19	19	20	23	23	22	20	23	23	23	23	23	18	18	20	19	20	20	30	30	26	22	(32)	(28)	(28)
Scout (V)	RMSR	33	21	20	19	25	25	31	31	28	28	26	30	31	31	31	29	16	24	24	26	25	30	30	30	22	29	29	29
Shaman Priest (L)	RMSR	69	34	33	31	33	30	29	28	29	26	29	29	29	29	28	29	19	29	29	29	28	29	29	33	33	29	29	29
Soldier (V)	RMSR	26	15	22	19	31	23	37	37	29	29	31	30	30	37	34	23	20	20	32	32	28	45	45	29	28	(25)	(24)	(24)
Spy (V)	RMSR	44	28	22	23	28	27	33	33	33	33	33	35	35	34	34	27	(32)	28	24	24	24	17	17	29	28	38	37	37
Traveler (V)	RMSR	18	13	12	10	13	14	20	20	18	13	20	20	20	20	20	10	10	15	13	14	14	14	14	14	12	(18)	(20)	(18)
Wanderer (L)	RMSR	95	28	28	28	29	28	30	29	29	26	30	30	30	30	30	27	27	29	29	28	26	32	32	29	25	(32)	(32)	(31)
Weapon Master (L)	RMSR	95	29	34	32	45	36	84	84	51	51	61	61	84	84	84	26	34	34	49	43	43	40	40	41	41	69	80	79
Zealot (L)	RMSR	73	25	25	25	25	25	28	28	26	26	25	25	26	28	28	26	23	23	30	28	30	30	30	30	29	28	27	27
Conjuror (L)	ArCo	84	60	52	49	52	37	28	28	28	28	28	28	28	28	28	36	36	36	33	32	32	26	26	29	29	29	28	28
Fannullor (V)	ArCo	42	38	37	37	40	28	16	16	22	22	22	22	22	22	22	28	28	29	26	22	17	17	22	22	20	22	16	16
Manipulator (L)	ArCo	120	48	41	37	46	33	28	27	28	28	28	28	28	24	24	28	44	(29)	44	42	41	44	38	38	48	48	35	35
Neuromancer (L)	ArCo	106	74	64	57	65	49	37	37	38	38	38	38	38	38	38	42	44	(44)	44	42	42	32	32	34	33	34	34	34
RuneMASTER (L)	ArCo	120	72	64	53	47	47	28	28	32	32	32	32	32	32	32	42	43	33	34	34	33	32	32	34	33	34	34	34
Wartock (L)	ArCo	76	60	53	47	53	34	25	25	26	26	23	23	23	23	23	32	34	30	30	28	30	24	24	29	29	26	26	25
Advisor (L)	C&R	97	30	29	29	30	29	30	28	29	28	30	30	30	30	26	30	29	29	30	29	29	29	29	30	30	29	30	30
Antagonist (L)	C&R	75	25	24	24	26	23	27	27	26	26	27	28	28	28	28	25	25	25	26	24	24	21	21	25	27	27	27	27
Apothecary (V)	C&R	27	26	23	23	23	23	25	25	24	24	25	25	25	25	25	25	25	26	26	22	22	22	22	24	24	25	25	25
Architect (V)	C&R	19	26	26	26	26	25	25	25	25	25	25	25	25	24	25	25	25	25	25	25	24	24	25	25	25	25	25	25
Archaeologist (V)	C&R	52	34	32	32	34	28	28	28	27	27	28	28	28	28	28	30	30	31	31	28	24	24	26	26	30	30	30	28
Artificer (L)	C&R	110	57	51	51	57	41	26	26	30	30	30	30	30	30	30	42	44	44	37	33	33	33	33	33	30	30	30	30
Astronomer (L)	C&R	78	33	33	33	3																							

CLOSED CHANNELING LISTS

BLOOD LAW	CREATIONS	MUSCLE LAW	SYMBOLIC WAYS
<input type="checkbox"/> 1) Flowstop I <input type="checkbox"/> 2) Flowstop III <input type="checkbox"/> 3) Clotting I <input type="checkbox"/> 4) Flowstop V <input type="checkbox"/> 5) Limb Preservation ‡ * <input type="checkbox"/> 6) Cut Repair I <input type="checkbox"/> 7) Clotting III <input type="checkbox"/> 8) Minor Vessel Repair <input type="checkbox"/> 9) Cut Repair III <input type="checkbox"/> 10) Major Vessel Repair <input type="checkbox"/> 11) <input type="checkbox"/> 12) Joining ‡ * <input type="checkbox"/> 13) Flowstop True <input type="checkbox"/> 14) Clotting True <input type="checkbox"/> 15) <input type="checkbox"/> 16) Unc clotting <input type="checkbox"/> 17) <input type="checkbox"/> 18) Cut Repair True <input type="checkbox"/> 19) <input type="checkbox"/> 20) Mass Flowstop <input type="checkbox"/> 25) Joining True ‡ * <input type="checkbox"/> 30) Mass Clotting <input type="checkbox"/> 50) Mass Blood Repair	<input type="checkbox"/> 1) Sustain self <input type="checkbox"/> 2) Water Production I <input type="checkbox"/> 3) Food Production I <input type="checkbox"/> 4) Fire Starting <input type="checkbox"/> 5) Nutrient Conjures I <input type="checkbox"/> 6) Water Production III <input type="checkbox"/> 7) Food Production III <input type="checkbox"/> 8) Herb Enhancement <input type="checkbox"/> 9) Water Production V <input type="checkbox"/> 10) Food Production V <input type="checkbox"/> 11) Nutrient Conjures III <input type="checkbox"/> 12) Herb Mastery <input type="checkbox"/> 13) <input type="checkbox"/> 14) <input type="checkbox"/> 15) Lesser Plant Production <input type="checkbox"/> 16) Mass Water Production <input type="checkbox"/> 17) Food Production True <input type="checkbox"/> 18) <input type="checkbox"/> 19) <input type="checkbox"/> 20) Lesser Animal Prod. <input type="checkbox"/> 25) Nutrient Conjures True <input type="checkbox"/> 30) Greater Plant Prod. <input type="checkbox"/> 50) Greater Animal Prod.	<input type="checkbox"/> 1) Muscle Lore <input type="checkbox"/> 2) Tendon Lore <input type="checkbox"/> 3) Sprain Repair I <input type="checkbox"/> 4) Muscle Repair I <input type="checkbox"/> 5) Limb Preservation ‡ * <input type="checkbox"/> 6) Tendon Repair I <input type="checkbox"/> 7) <input type="checkbox"/> 8) <input type="checkbox"/> 9) Muscle Repair III <input type="checkbox"/> 10) Tendon Repair III <input type="checkbox"/> 11) <input type="checkbox"/> 12) Joining ‡ * <input type="checkbox"/> 13) Muscle Repair True <input type="checkbox"/> 14) <input type="checkbox"/> 15) Tendon Repair True <input type="checkbox"/> 16) <input type="checkbox"/> 17) Mass Muscle Repair <input type="checkbox"/> 18) <input type="checkbox"/> 19) Mass Tendon Repair <input type="checkbox"/> 20) Muscle Regeneration <input type="checkbox"/> 25) Joining True ‡ * <input type="checkbox"/> 30) Tendon Regeneration <input type="checkbox"/> 50) Mass Repair True	<input type="checkbox"/> 1) Analyze Symbol <input type="checkbox"/> 2) Spell Prime <input type="checkbox"/> 3) Unsymbol I <input type="checkbox"/> 4) <input type="checkbox"/> 5) Symbol I <input type="checkbox"/> 6) <input type="checkbox"/> 7) Symbol II <input type="checkbox"/> 8) Unsymbol II <input type="checkbox"/> 9) Symbol III <input type="checkbox"/> 10) Analyze Symbol True <input type="checkbox"/> 11) Symbol V <input type="checkbox"/> 12) Unsymbol III <input type="checkbox"/> 13) Symbol VI <input type="checkbox"/> 14) <input type="checkbox"/> 15) Symbol VII <input type="checkbox"/> 16) Unsymbol V <input type="checkbox"/> 17) Symbol VIII <input type="checkbox"/> 18) Unsymbol X <input type="checkbox"/> 19) Symbol IX <input type="checkbox"/> 20) Symbol X <input type="checkbox"/> 25) Lord Research <input type="checkbox"/> 30) Lord Symbol <input type="checkbox"/> 50) Unsymbol True
BONE LAW	LOCATING WAYS	NERVE LAW	SACRED GROUNDS
<input type="checkbox"/> 1) Bone Lore <input type="checkbox"/> 2) <input type="checkbox"/> 3) Minor Fracture Repair <input type="checkbox"/> 4) Cartilage Repair <input type="checkbox"/> 5) Limb Preservation ‡ * <input type="checkbox"/> 6) Major Fracture Repair <input type="checkbox"/> 7) <input type="checkbox"/> 8) Skull Repair <input type="checkbox"/> 9) <input type="checkbox"/> 10) Joint Repair <input type="checkbox"/> 11) Min. Fracture Rep. Tr. <input type="checkbox"/> 12) Joining ‡ * <input type="checkbox"/> 13) Cartilage Repair True <input type="checkbox"/> 14) Maj. Fracture Rep. Tr. <input type="checkbox"/> 15) Skull Repair True <input type="checkbox"/> 16) Joint Repair True <input type="checkbox"/> 17) Shatter Repair <input type="checkbox"/> 18) Mass Min. Fract. Rep. <input type="checkbox"/> 19) <input type="checkbox"/> 20) Mass Cartilage Repair <input type="checkbox"/> 25) Joining True ‡ * <input type="checkbox"/> 30) Mass Maj. Fract. Rep. <input type="checkbox"/> 50) Mass Shatter Repair	<input type="checkbox"/> 1) Guess <input type="checkbox"/> 2) Pathfinding I <input type="checkbox"/> 3) Guidance <input type="checkbox"/> 4) Location I <input type="checkbox"/> 5) Pathfinding III <input type="checkbox"/> 6) <input type="checkbox"/> 7) <input type="checkbox"/> 8) Location III <input type="checkbox"/> 9) Pathfinding V <input type="checkbox"/> 10) Location V <input type="checkbox"/> 11) Memory's Path <input type="checkbox"/> 12) Pathfinding X <input type="checkbox"/> 13) Divine Guidance <input type="checkbox"/> 14) <input type="checkbox"/> 15) Finding I <input type="checkbox"/> 16) Location X <input type="checkbox"/> 17) Pathfinding True <input type="checkbox"/> 18) Finding III <input type="checkbox"/> 19) <input type="checkbox"/> 20) Lord Location <input type="checkbox"/> 25) Paths True <input type="checkbox"/> 30) Location True <input type="checkbox"/> 50) Finding True	<input type="checkbox"/> 1) Nerve Lore <input type="checkbox"/> 2) <input type="checkbox"/> 3) <input type="checkbox"/> 4) Minor Nerve Repair <input type="checkbox"/> 5) Limb Preservation ‡ * <input type="checkbox"/> 6) <input type="checkbox"/> 7) <input type="checkbox"/> 8) <input type="checkbox"/> 9) Major Nerve Repair <input type="checkbox"/> 10) Unparalysis <input type="checkbox"/> 11) Min. Nerve Repair Tr. <input type="checkbox"/> 12) Joining ‡ * <input type="checkbox"/> 13) <input type="checkbox"/> 14) <input type="checkbox"/> 15) Minor Brain Repair <input type="checkbox"/> 16) Maj. Nerve Repair Tr. <input type="checkbox"/> 17) <input type="checkbox"/> 18) Paralysis Cures <input type="checkbox"/> 19) Unpsychosis <input type="checkbox"/> 20) Mass Nerve Rep. Tr. <input type="checkbox"/> 25) Joining True ‡ * <input type="checkbox"/> 30) Nerve Regeneration <input type="checkbox"/> 50) Brain Regeneration	<input type="checkbox"/> 1) Cleanse Grounds <input type="checkbox"/> 2) Bless Structure I <input type="checkbox"/> 3) Align Structure I <input type="checkbox"/> 4) Consecrate Grounds I <input type="checkbox"/> 5) Dedicate Structure I <input type="checkbox"/> 6) Sanctify Structure I <input type="checkbox"/> 7) Devote Altar I <input type="checkbox"/> 8) Bless Structure II <input type="checkbox"/> 9) Holy Icon I <input type="checkbox"/> 10) Align Structure II <input type="checkbox"/> 11) Consecrate Grounds II <input type="checkbox"/> 12) Dedicate Structure II <input type="checkbox"/> 13) Sanctify Structure II <input type="checkbox"/> 14) Devote Altar II <input type="checkbox"/> 15) Sacred Fountain <input type="checkbox"/> 16) Bless Structure III <input type="checkbox"/> 17) Sacred Bells <input type="checkbox"/> 18) Holy Icon II <input type="checkbox"/> 19) Align Structure III <input type="checkbox"/> 20) Consecrate Grounds III <input type="checkbox"/> 25) Dedicate Structure III <input type="checkbox"/> 30) Sanctify Structure III <input type="checkbox"/> 50) Holy Ground
CALM SPIRITS	LORE	ORGAN LAW	
<input type="checkbox"/> 1) <input type="checkbox"/> 2) Calm I <input type="checkbox"/> 3) <input type="checkbox"/> 4) Calm II <input type="checkbox"/> 5) Hold Kind <input type="checkbox"/> 6) Calm III <input type="checkbox"/> 7) <input type="checkbox"/> 8) Calm IV <input type="checkbox"/> 9) Calm V <input type="checkbox"/> 10) Mass Animal Calm. I <input type="checkbox"/> 11) True Hold <input type="checkbox"/> 12) Calm X <input type="checkbox"/> 13) <input type="checkbox"/> 14) <input type="checkbox"/> 15) Shout Of Calming * <input type="checkbox"/> 16) <input type="checkbox"/> 17) <input type="checkbox"/> 18) Mass Animal Calm. II <input type="checkbox"/> 19) <input type="checkbox"/> 20) Lord Calm <input type="checkbox"/> 25) Long Calm <input type="checkbox"/> 30) Mass Calm <input type="checkbox"/> 50) Calm True	<input type="checkbox"/> 1) Afterthoughts <input type="checkbox"/> 2) Detect Evil <input type="checkbox"/> 3) Detect Curse <input type="checkbox"/> 4) Detect Hate <input type="checkbox"/> 5) Light Lore I <input type="checkbox"/> 6) Poison Lore <input type="checkbox"/> 7) <input type="checkbox"/> 8) Life Lore <input type="checkbox"/> 9) <input type="checkbox"/> 10) Curse Tales <input type="checkbox"/> 11) Dark Lore I <input type="checkbox"/> 12) Light Lore II <input type="checkbox"/> 13) <input type="checkbox"/> 14) <input type="checkbox"/> 15) Hate Analysis <input type="checkbox"/> 16) <input type="checkbox"/> 17) Light Lore III <input type="checkbox"/> 18) Dark Lore II <input type="checkbox"/> 19) White Lore <input type="checkbox"/> 20) Dark Lore III <input type="checkbox"/> 25) Life Lore True <input type="checkbox"/> 30) Black Lore <input type="checkbox"/> 50) White Lore Mastery	<input type="checkbox"/> 1) Organ Lore <input type="checkbox"/> 2) <input type="checkbox"/> 3) Nasal Repair <input type="checkbox"/> 4) <input type="checkbox"/> 5) Minor Ear Repair <input type="checkbox"/> 6) Minor Eye Repair <input type="checkbox"/> 7) <input type="checkbox"/> 8) <input type="checkbox"/> 9) Major Ear Repair <input type="checkbox"/> 10) <input type="checkbox"/> 11) Major Eye Repair <input type="checkbox"/> 12) <input type="checkbox"/> 13) <input type="checkbox"/> 14) Heart Repair <input type="checkbox"/> 15) Lung Repair <input type="checkbox"/> 16) Organ Repair <input type="checkbox"/> 17) Nose Regeneration <input type="checkbox"/> 18) Organ Transplant <input type="checkbox"/> 19) <input type="checkbox"/> 20) Eye & Ear Regen. <input type="checkbox"/> 25) Organ Repair True <input type="checkbox"/> 30) Heart Regeneration <input type="checkbox"/> 50) Organ Regeneration	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____

Prowldark (L) RMSR = Rolemaster Standard Rules; ArcCo = Arcane Companion; C&R = Castles & Ruins, R&C:U = Races & Cultures; Underground Races

CLOSED ARCANE LISTS

ARCANE HEALING	AURA LORE	LIGHT MANIPULATION	SHIFTING LAW
<input type="checkbox"/> 1) Healing II <input type="checkbox"/> 2) Injury Lore <input type="checkbox"/> 3) <input type="checkbox"/> 4) Preservation III <input type="checkbox"/> 5) Cosmetic Healing <input type="checkbox"/> 6) <input type="checkbox"/> 7) Lifekeeping III <input type="checkbox"/> 8) Clotting V <input type="checkbox"/> 9) Surrogate Organ <input type="checkbox"/> 10) Surface Relief <input type="checkbox"/> 11) Lesser Repair <input type="checkbox"/> 12) Lifekeeping IV <input type="checkbox"/> 13) Undisease <input type="checkbox"/> 14) Greater Repair <input type="checkbox"/> 15) Joining <input type="checkbox"/> 16) Unpoison <input type="checkbox"/> 17) Cut Repairing <input type="checkbox"/> 18) Lifekeeping V <input type="checkbox"/> 19) Nerve Repair <input type="checkbox"/> 20) Unstunning * <input type="checkbox"/> 25) Full Healing <input type="checkbox"/> 30) Regenerate Organ <input type="checkbox"/> 50) Full Regeneration	<input type="checkbox"/> 1) See Aura <input type="checkbox"/> 2) Aura <input type="checkbox"/> 3) Analyze Aura <input type="checkbox"/> 4) <input type="checkbox"/> 5) Aura of Confusion <input type="checkbox"/> 6) <input type="checkbox"/> 7) Spell Aura I <input type="checkbox"/> 8) True Aura <input type="checkbox"/> 9) <input type="checkbox"/> 10) Hide Aura * <input type="checkbox"/> 11) <input type="checkbox"/> 12) Aura of Fear <input type="checkbox"/> 13) Spell Aura III <input type="checkbox"/> 14) Alkar <input type="checkbox"/> 15) Alter Aura * <input type="checkbox"/> 16) <input type="checkbox"/> 17) Aura of Terror <input type="checkbox"/> 18) <input type="checkbox"/> 19) Spell Aura V <input type="checkbox"/> 20) Alter Other's Aura <input type="checkbox"/> 25) Aura of Dread <input type="checkbox"/> 30) Spell Aura X <input type="checkbox"/> 50) Deify	<input type="checkbox"/> 1) Blur <input type="checkbox"/> 2) <input type="checkbox"/> 3) Light Mirage I <input type="checkbox"/> 4) Unseen I <input type="checkbox"/> 5) Flash <input type="checkbox"/> 6) Invisibility I <input type="checkbox"/> 7) <input type="checkbox"/> 8) Light V <input type="checkbox"/> 9) Sudden Light V <input type="checkbox"/> 10) Dark V <input type="checkbox"/> 11) <input type="checkbox"/> 12) Light Mirage V <input type="checkbox"/> 13) Invisibility Sphere II <input type="checkbox"/> 14) <input type="checkbox"/> 15) Lightning Bolt I <input type="checkbox"/> 16) Utterlight <input type="checkbox"/> 17) <input type="checkbox"/> 18) Utterdark <input type="checkbox"/> 19) Lord Light Mirage <input type="checkbox"/> 20) Displacing <input type="checkbox"/> 25) Great Light <input type="checkbox"/> 30) Great Dark <input type="checkbox"/> 50) Invisibility True	<input type="checkbox"/> 1) <input type="checkbox"/> 2) Store Location <input type="checkbox"/> 3) Self Leaving <input type="checkbox"/> 4) Intangible Object <input type="checkbox"/> 5) Leaving I <input type="checkbox"/> 6) <input type="checkbox"/> 7) Intangible Form <input type="checkbox"/> 8) Teleport I <input type="checkbox"/> 9) <input type="checkbox"/> 10) Displacement I <input type="checkbox"/> 11) Returning I * <input type="checkbox"/> 12) Leaving V <input type="checkbox"/> 13) Teleport V <input type="checkbox"/> 14) Returning V * <input type="checkbox"/> 15) Displacement II <input type="checkbox"/> 16) Returning X * <input type="checkbox"/> 17) Mass Leaving <input type="checkbox"/> 18) Lord Returning * <input type="checkbox"/> 19) Leaving X <input type="checkbox"/> 20) Displacement True <input type="checkbox"/> 25) Mass Teleport <input type="checkbox"/> 30) Rereturning * <input type="checkbox"/> 50) Shifting True
ARCANE SUMMONS	BLADERUNES	NATURE MANIPULATION	GARGOYLE MASTERY
<input type="checkbox"/> 1) Summons I <input type="checkbox"/> 2) Summons III <input type="checkbox"/> 3) Summons V <input type="checkbox"/> 4) Summons VII <input type="checkbox"/> 5) Summons Speech <input type="checkbox"/> 6) Fantastic Summons III <input type="checkbox"/> 7) Summons X <input type="checkbox"/> 8) Summons XII <input type="checkbox"/> 9) <input type="checkbox"/> 10) Summons XV <input type="checkbox"/> 11) <input type="checkbox"/> 12) Fantastic Summons VI <input type="checkbox"/> 13) <input type="checkbox"/> 14) Lord Summons <input type="checkbox"/> 15) Calling <input type="checkbox"/> 16) <input type="checkbox"/> 17) <input type="checkbox"/> 18) <input type="checkbox"/> 19) Summons True <input type="checkbox"/> 20) Fantastic Summons X <input type="checkbox"/> 25) Great Summons <input type="checkbox"/> 30) Gate of Summons <input type="checkbox"/> 50) Lord Fantastic Summons	<input type="checkbox"/> 1) Analyze Bladerune <input type="checkbox"/> 2) Weapon I <input type="checkbox"/> 3) <input type="checkbox"/> 4) Spell I <input type="checkbox"/> 5) Weapon II <input type="checkbox"/> 6) Rune of Parrying <input type="checkbox"/> 7) Spell II <input type="checkbox"/> 8) Complex Rune II <input type="checkbox"/> 9) <input type="checkbox"/> 10) Spell III <input type="checkbox"/> 11) Erase Bladerune <input type="checkbox"/> 12) Rune of Flight <input type="checkbox"/> 13) Spell V <input type="checkbox"/> 14) <input type="checkbox"/> 15) Weapon III <input type="checkbox"/> 16) Rune of Relocation <input type="checkbox"/> 17) Spell VII <input type="checkbox"/> 18) Elemental Rune <input type="checkbox"/> 19) Complex Rune III <input type="checkbox"/> 20) Rune of Dancing <input type="checkbox"/> 25) Black Rune <input type="checkbox"/> 30) Spell Rune X <input type="checkbox"/> 50) Bladerune Master	<input type="checkbox"/> 1) Flora Lore <input type="checkbox"/> 2) Fauna Lore <input type="checkbox"/> 3) Fog <input type="checkbox"/> 4) <input type="checkbox"/> 5) Speed Growth I <input type="checkbox"/> 6) Plant Alteration <input type="checkbox"/> 7) Precipitation <input type="checkbox"/> 8) Weather Prediction I <input type="checkbox"/> 9) Plant Growth II <input type="checkbox"/> 10) Call Wind <input type="checkbox"/> 11) <input type="checkbox"/> 12) Alter Behavior <input type="checkbox"/> 13) Weather Prediction VII <input type="checkbox"/> 14) <input type="checkbox"/> 15) Call Rain <input type="checkbox"/> 16) Speed Growth III <input type="checkbox"/> 17) <input type="checkbox"/> 18) Cyclone <input type="checkbox"/> 19) <input type="checkbox"/> 20) Mass Alteration <input type="checkbox"/> 25) Nature's Awareness True <input type="checkbox"/> 30) Storm Call <input type="checkbox"/> 50) Nature's Mastery	<input type="checkbox"/> 1) Work Stone <input type="checkbox"/> 2) Cleanse Stone <input type="checkbox"/> 3) Detect Spirits <input type="checkbox"/> 4) Instruct <input type="checkbox"/> 5) Alarm <input type="checkbox"/> 6) Minor Gargoyle <input type="checkbox"/> 7) Expel Spirit I <input type="checkbox"/> 8) Daily Embed I <input type="checkbox"/> 9) Mobility I <input type="checkbox"/> 10) Modify Instruction <input type="checkbox"/> 11) Lesser Gargoyle <input type="checkbox"/> 12) Expel Spirit II <input type="checkbox"/> 13) Daily Embed II <input type="checkbox"/> 14) Mobility II <input type="checkbox"/> 15) Work Magic Stone <input type="checkbox"/> 16) Cleanse Magic Stone <input type="checkbox"/> 17) Daily Embed V <input type="checkbox"/> 18) Major Gargoyle <input type="checkbox"/> 19) Expel Spirit III <input type="checkbox"/> 20) Purpose <input type="checkbox"/> 25) Expel Spirit IV <input type="checkbox"/> 30) Greater Gargoyle <input type="checkbox"/> 50) Reversion
ARCANE VISIONS	FIRE MANIPULATION	POWER MASTERY	
<input type="checkbox"/> 1) Retrocognition I <input type="checkbox"/> 2) <input type="checkbox"/> 3) Origin <input type="checkbox"/> 4) <input type="checkbox"/> 5) Death's Delving <input type="checkbox"/> 6) Long Sense I <input type="checkbox"/> 7) Retrocognition II <input type="checkbox"/> 8) Location <input type="checkbox"/> 9) Long Sense III <input type="checkbox"/> 10) Mass Senses <input type="checkbox"/> 11) <input type="checkbox"/> 12) Dream III <input type="checkbox"/> 13) Long Sense V <input type="checkbox"/> 14) Transfer Sense <input type="checkbox"/> 15) Scrying <input type="checkbox"/> 16) <input type="checkbox"/> 17) Death's Delving True <input type="checkbox"/> 18) <input type="checkbox"/> 19) Dream V <input type="checkbox"/> 20) Anticipating <input type="checkbox"/> 25) Locate True <input type="checkbox"/> 30) Great Scrying <input type="checkbox"/> 50) Scrying True	<input type="checkbox"/> 1) Burn I <input type="checkbox"/> 2) Set Fire <input type="checkbox"/> 3) Extinguish Fire <input type="checkbox"/> 4) <input type="checkbox"/> 5) Burn II <input type="checkbox"/> 6) <input type="checkbox"/> 7) Fire Wall <input type="checkbox"/> 8) Fire Bolt I <input type="checkbox"/> 9) <input type="checkbox"/> 10) Burn III <input type="checkbox"/> 11) Brushfire <input type="checkbox"/> 12) <input type="checkbox"/> 13) Fire Ball II <input type="checkbox"/> 14) <input type="checkbox"/> 15) Circle of Fire <input type="checkbox"/> 16) <input type="checkbox"/> 17) Rain to Fire <input type="checkbox"/> 18) Immolation <input type="checkbox"/> 19) <input type="checkbox"/> 20) Burn IV <input type="checkbox"/> 25) Raze <input type="checkbox"/> 30) Burn True <input type="checkbox"/> 50) Conflagration	<input type="checkbox"/> 1) Detect Node <input type="checkbox"/> 2) Store Node <input type="checkbox"/> 3) <input type="checkbox"/> 4) Node Awareness <input type="checkbox"/> 5) Node Summons V <input type="checkbox"/> 6) <input type="checkbox"/> 7) Node Door <input type="checkbox"/> 8) <input type="checkbox"/> 9) Node Summons X <input type="checkbox"/> 10) Node Guide <input type="checkbox"/> 11) Node Analysis <input type="checkbox"/> 12) Node Ward: Alarm <input type="checkbox"/> 13) Node Summons XV <input type="checkbox"/> 14) Node Keeping <input type="checkbox"/> 15) Node Defender <input type="checkbox"/> 16) <input type="checkbox"/> 17) Node Ward: Exclusion <input type="checkbox"/> 18) Great Node Analysis <input type="checkbox"/> 19) Lord Node Summons <input type="checkbox"/> 20) Node Gate <input type="checkbox"/> 25) Node Anchor <input type="checkbox"/> 30) Node Guardian <input type="checkbox"/> 50) Node Enchantment	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____

RACIAL SPELL LISTS

GLYPHSTONES		SCAR UNBINDING					
<input type="checkbox"/> 1) Hurlstone I <input type="checkbox"/> 2) Smitestone <input type="checkbox"/> 3) Numbstone <input type="checkbox"/> 4) Stone Ablaze <input type="checkbox"/> 5) Breakstone <input type="checkbox"/> 6) Swoonstone <input type="checkbox"/> 7) Sievestone I <input type="checkbox"/> 8) Falterstone <input type="checkbox"/> 9) Mawstone <input type="checkbox"/> 10) Hurlstone II <input type="checkbox"/> 11) Hailstone <input type="checkbox"/> 12) Tramplestone <input type="checkbox"/> 13) Sievestone II <input type="checkbox"/> 14) Froststone <input type="checkbox"/> 15) Drownstone <input type="checkbox"/> 16) Crushstone <input type="checkbox"/> 17) <input type="checkbox"/> 18) Sievestone III <input type="checkbox"/> 19) <input type="checkbox"/> 20) Stoning Stone <input type="checkbox"/> 25) Slayingstone <input type="checkbox"/> 30) Cripplestone <input type="checkbox"/> 35) Sunderstone <input type="checkbox"/> 50) Utterstone	<input type="checkbox"/> 1) <input type="checkbox"/> 2) Old Wound's Ache I <input type="checkbox"/> 3) Unbinding I <input type="checkbox"/> 4) <input type="checkbox"/> 5) Rive Scar I <input type="checkbox"/> 6) Old Wound's Ache IV <input type="checkbox"/> 7) Unbinding III <input type="checkbox"/> 8) <input type="checkbox"/> 9) Rive Scar III <input type="checkbox"/> 10) <input type="checkbox"/> 11) <input type="checkbox"/> 12) Unbinding V <input type="checkbox"/> 13) Old Wound's Ache VIII <input type="checkbox"/> 14) <input type="checkbox"/> 15) Rive Scar V <input type="checkbox"/> 16) <input type="checkbox"/> 17) Unbinding VIII <input type="checkbox"/> 18) <input type="checkbox"/> 19) Rive Scar VIII <input type="checkbox"/> 20) Old Wound's Ache XV <input type="checkbox"/> 25) Rive Scar X <input type="checkbox"/> 30) Scarring Unbound <input type="checkbox"/> 35) <input type="checkbox"/> 50) Old Wound's Agony	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____				
<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____	<input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____				

TP SPELL LISTS

PERIMETER WARDINGS	STRUCTURE WARDINGS	ITEM ENHANCEMENTS	METAL CRAFTING
<ul style="list-style-type: none"> <input type="checkbox"/> 1) Research Caster <input type="checkbox"/> 2) Privacy Screen † <input type="checkbox"/> 3) Scrying Ward I † <input type="checkbox"/> 4) Inner Wardings <input type="checkbox"/> 5) Phase Ward I † <input type="checkbox"/> 6) Gating Ward I † <input type="checkbox"/> 7) Sentry Ward <input type="checkbox"/> 8) Scrying Ward II † <input type="checkbox"/> 9) Pass Ward <input type="checkbox"/> 10) Phase Ward II † <input type="checkbox"/> 11) Gating Ward II † <input type="checkbox"/> 12) Field Warding † <input type="checkbox"/> 13) Scrying Ward III † <input type="checkbox"/> 14) Sentry Stone <input type="checkbox"/> 15) Phase Ward III † <input type="checkbox"/> 16) Gating Ward III † <input type="checkbox"/> 17) Outer Warding † <input type="checkbox"/> 18) Forbidding Ward I † <input type="checkbox"/> 19) Perimeter Ward I † <input type="checkbox"/> 20) Center Stone <input type="checkbox"/> 25) Forbidding Ward True † <input type="checkbox"/> 30) Forbidding Ward True † 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) Research <input type="checkbox"/> 2) Seal <input type="checkbox"/> 3) Portal <input type="checkbox"/> 4) Preservation Ward I † <input type="checkbox"/> 5) Resist Ward I † <input type="checkbox"/> 6) Flame Ward I † <input type="checkbox"/> 7) Reseal <input type="checkbox"/> 8) Sentry Ward <input type="checkbox"/> 9) Elemental Ward I † <input type="checkbox"/> 10) Strength Ward I † <input type="checkbox"/> 11) Resist Ward II † <input type="checkbox"/> 12) Preservation Ward II † <input type="checkbox"/> 13) Conceal Ward I † <input type="checkbox"/> 14) Preservation Ward III † <input type="checkbox"/> 15) Resist Ward III † <input type="checkbox"/> 16) Sentry Stone <input type="checkbox"/> 17) Strength Ward II † <input type="checkbox"/> 18) Elemental Ward II † <input type="checkbox"/> 19) Conceal Ward II † <input type="checkbox"/> 20) Resist Ward Ward † 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) Enchant I <input type="checkbox"/> 2) Power Glow <input type="checkbox"/> 3) Extend Duration I <input type="checkbox"/> 4) Extend Range I <input type="checkbox"/> 5) Extend Area I <input type="checkbox"/> 6) Program I <input type="checkbox"/> 7) Enchant II <input type="checkbox"/> 8) Free Cast I <input type="checkbox"/> 9) Extend Duration II <input type="checkbox"/> 10) Extend Range II <input type="checkbox"/> 11) Extend Area II <input type="checkbox"/> 12) Program II <input type="checkbox"/> 13) Enchant III <input type="checkbox"/> 14) Free Cast II <input type="checkbox"/> 15) Enhance I <input type="checkbox"/> 16) Extend Duration III <input type="checkbox"/> 17) Extend Range III <input type="checkbox"/> 18) Extend Area III <input type="checkbox"/> 19) Enchant IV <input type="checkbox"/> 20) Free Cast III <input type="checkbox"/> 25) Enhance II <input type="checkbox"/> 30) Free Cast IV <input type="checkbox"/> 50) Reverse Effects 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) Metal Analysis <input type="checkbox"/> 2) Work Metal <input type="checkbox"/> 3) Make Alloy <input type="checkbox"/> 4) Heat Resistance <input type="checkbox"/> 5) Polish Metal <input type="checkbox"/> 6) Anneal Metal <input type="checkbox"/> 7) Temper <input type="checkbox"/> 8) Engrave <input type="checkbox"/> 9) Cut Metal <input type="checkbox"/> 10) Metal Furnace <input type="checkbox"/> 11) Refine Ore <input type="checkbox"/> 12) Shape Metal <input type="checkbox"/> 13) Resist Rust <input type="checkbox"/> 14) Weld <input type="checkbox"/> 15) Armor/ Weapon I <input type="checkbox"/> 16) Repair Metal <input type="checkbox"/> 17) Armor/Weapon II <input type="checkbox"/> 18) Metal Mastery
STONE CRAFTING	GLASS/CERAMIC CRAFTING	WOOD CRAFTING	
<ul style="list-style-type: none"> <input type="checkbox"/> 1) Stone Analysis <input type="checkbox"/> 2) Work Stone <input type="checkbox"/> 3) Evaluation <input type="checkbox"/> 4) Grind Stone <input type="checkbox"/> 5) Polish Stone <input type="checkbox"/> 6) Cut Stone <input type="checkbox"/> 7) Set Stone <input type="checkbox"/> 8) Color Stone <input type="checkbox"/> 9) Gather Stone <input type="checkbox"/> 10) Shape Stone <input type="checkbox"/> 11) Facet <input type="checkbox"/> 12) Mortar <input type="checkbox"/> 13) Remove Flaw <input type="checkbox"/> 14) Join Stone <input type="checkbox"/> 15) Hoist Stone <input type="checkbox"/> 16) Repair Stone <input type="checkbox"/> 17) Quarry <input type="checkbox"/> 18) Stone Mastery 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) Make/Work Ceramic <input type="checkbox"/> 2) Make/Work Glass <input type="checkbox"/> 3) Heat Resistance <input type="checkbox"/> 4) Color Glass <input type="checkbox"/> 5) Anneal Glass <input type="checkbox"/> 6) Glaze <input type="checkbox"/> 7) Grind Glass <input type="checkbox"/> 8) Polish Glass <input type="checkbox"/> 9) Etch <input type="checkbox"/> 10) Gather Glass <input type="checkbox"/> 11) Glass Furnace <input type="checkbox"/> 12) Plane Glass <input type="checkbox"/> 13) Purify Glass <input type="checkbox"/> 14) Harden Glass <input type="checkbox"/> 15) Fuse <input type="checkbox"/> 16) Repair Glass <input type="checkbox"/> 17) Mass Production <input type="checkbox"/> 18) Glass/Ceramic Mastery 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) Wood Analysis <input type="checkbox"/> 2) Work Wood <input type="checkbox"/> 3) Stain <input type="checkbox"/> 4) Cut Wood <input type="checkbox"/> 5) Finish <input type="checkbox"/> 6) Figure <input type="checkbox"/> 7) Inlay <input type="checkbox"/> 8) Bend Wood <input type="checkbox"/> 9) Gather Wood <input type="checkbox"/> 10) Join Wood <input type="checkbox"/> 11) Harden Wood <input type="checkbox"/> 12) Waterproofing <input type="checkbox"/> 13) Shape Wood <input type="checkbox"/> 14) Insect Proofing <input type="checkbox"/> 15) Fire Proofing <input type="checkbox"/> 16) Repair Wood <input type="checkbox"/> 17) Wood Production <input type="checkbox"/> 18) Wood Mastery 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____
<ul style="list-style-type: none"> <input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____ 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____ 	<ul style="list-style-type: none"> <input type="checkbox"/> 1) _____ <input type="checkbox"/> 2) _____ <input type="checkbox"/> 3) _____ <input type="checkbox"/> 4) _____ <input type="checkbox"/> 5) _____ <input type="checkbox"/> 6) _____ <input type="checkbox"/> 7) _____ <input type="checkbox"/> 8) _____ <input type="checkbox"/> 9) _____ <input type="checkbox"/> 10) _____ <input type="checkbox"/> 11) _____ <input type="checkbox"/> 12) _____ <input type="checkbox"/> 13) _____ <input type="checkbox"/> 14) _____ <input type="checkbox"/> 15) _____ <input type="checkbox"/> 16) _____ <input type="checkbox"/> 17) _____ <input type="checkbox"/> 18) _____ <input type="checkbox"/> 19) _____ <input type="checkbox"/> 20) _____ <input type="checkbox"/> 25) _____ <input type="checkbox"/> 30) _____ <input type="checkbox"/> 50) _____ 	

3.1 ADVISOR (L)

Great rulers need great advice. The Advisor is in a position of authority and respect, but he still must please his lord to maintain his position. Advisors are masters of wisdom, influence, and intrigue. Advisors tend to find themselves in many situations of temptation. Some succumb to baser desires, but every so often a man of true virtue is able to maintain his authority and loyalty to his liege.

Time to Acquire: 97 months

Starting money: normal + d10 (open-ended)

Special:

Royal contact	20
Royal patron	30
Noble contact	30
Noble patron	50
Favor from noble	30
Favor from an important person	30
Favor from an important person	30
Augmented heraldic sign	50
Finely crafted object (gift; 5d10sp)	0

Category or Skill	# of ranks
Awareness • Searching skill category	2
Lie Perception	2
Communication skill category	2
Choice of Language Skill (2 total)	2
Signaling	1
Influence skill category	2
Diplomacy	1
Public Speaking	2
Lore • General skill category	4
Culture Lore	1
Heraldry	1
History	1
Region Lore	1
Technical/Trade • Vocational skill category	n/a
Administration	2

Stat Gains: Intuition

COST BY PROFESSION

Fighter	30	Lay Healer	30
Thief	29	Healer	30
Rogue	29	Mystic	26
Warrior Monk	30	Sorcerer	30
Layman	29	Ranger	29
Magician	30	Paladin	29
Illusionist	28	Monk	30
Cleric	29	Dabbler	29
Animist	28	Bard	26
Mentalist	30	Magent	25
Arcanist	29	Chaotic	30
Wizard	29	Magehunter	30
Channeling Alchemist ..	29	Mentalism Alchemist	30
Essence Alchemist	30		

3.2 ANTAGONIST (L)

Antagonists try to expose flaws in plans, point out the obvious, and generally make a nuisance of themselves. The best Antagonists manage to do this so subtly that other characters don't even realize that their efforts have been sabotaged by their own companion.

Time to Acquire: 75 months

Starting money: normal

Special:

Powerful enemy (of higher status/level)	30
Powerful rival (of higher status/level)	30
Fake identification (+20 Duping)	25
Enemy (equal or higher level)	20
Rival (equal or higher level)	15
Finely crafted item (won in bet; 5d10sp)	15
Favor from an important person	0

Category or Skill	# of ranks
Artistic • Active skill category	2
Acting	1
Mimicry	1
Tale Telling	1
Influence skill category	2
Duping	2
Propaganda	2
Seduction	2
Subterfuge • Stealth skill category	2
Technical/Trade • General skill category	1
Gambling	2
Urban skill category	1

Stat Gains: none

COST BY PROFESSION

Fighter	25	Lay Healer	28
Thief	24	Healer	28
Rogue	24	Mystic	20
Warrior Monk	26	Sorcerer	28
Layman	25	Ranger	25
Magician	27	Paladin	25
Illusionist	25	Monk	26
Cleric	27	Dabbler	24
Animist	26	Bard	20
Mentalist	27	Magent	21
Arcanist	28	Chaotic	26
Wizard	28	Magehunter	25
Channeling Alchemist ..	27	Mentalism Alchemist	27
Essence Alchemist	27		

Sections
3.1, 3.2
Advisor (L)
Antagonist



☪ 3.3 ☪

APOTHECARY (V)

Seeing the efficacy of herbal medicines, Apothecaries attempt to distill the essence of the herbs into more potent elixirs and philters. While the success of Apothecaries in the arts of medicine and healing may be at question, their skill with poisons is undisputed

Time to Acquire: 27 months

Starting money: normal

Special:

Book (+15 Poison Lore)	50
Medical Kit (+5 non-magical)	40
d10 Concussion herbs	30
d10 Circulatory herbs	30
d10 Poison herbs	50
d10 Intoxicants	50
d10 General Purpose herbs	0

Category or Skill	# of ranks
Lore • Technical skill category	2
Poison Lore	2
Herb Lore	2
Poisonal/Trade • General skill category	1
Science/Analytic • Specialized skill category	n/a
Alchemy	1
Subterfuge • Mechanics skill category	1
Using/Removing Poison	1
Technical/Trade • Vocational skill category	n/a
Choice of Preparing Herbs or Preparing Poisons ...	1

Stat Gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	26
Thief	23	Healer	26
Rogue	23	Mystic	25
Warrior Monk	24	Sorcerer	25
Layman	23	Ranger	23
Magician	25	Paladin	26
Illusionist	26	Monk	23
Cleric	24	Dabbling	22
Animist	26	Bard	23
Mentalist	25	Magent	22
Arcanist	25	Chaotic	24
Wizard	25	Magehunter	24
Channeling Alchemist ..	25	Mentalism Alchemist ...	25
Essence Alchemist	24		

☪ 3.4 ☪

ARCHITECT (V)

The Architect is hired to build sturdy towers, castles, and keeps. Architects design and organize the building of all of their structures, normally without the aid of any drafting. Castles can be built without an architect, but when siege engines begin to close in, it's nice to know that the walls were built by the best.

Time to Acquire: 19 months

Starting Money: normal + d10 (open-ended)

Special:

Wealthy contact	50
Favor from important person	40
Favor from important person	30
Draft of an important structure	50
Draft of an important structure	50
Close friends with work boss	0

Category or Skill	# of ranks
Influence skill category	1
Choice of one skill	1
Lore • Technical skill category	1
Stone Lore	1
Metal Lore	1
Science/Analytic • Basic skill category	1
Technical/Trade • Profession skill category	n/a
Architecture	2
Choice of up to 2 skills from either	
Engineering and/or Labor Organization	2 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	25
Thief	26	Healer	25
Rogue	26	Mystic	24
Warrior Monk	26	Sorcerer	25
Layman	25	Ranger	25
Magician	25	Paladin	25
Illusionist	25	Monk	25
Cleric	25	Dabbling	25
Animist	25	Bard	25
Mentalist	25	Magent	25
Arcanist	25	Chaotic	25
Wizard	25	Magehunter	25
Channeling Alchemist ..	25	Mentalism Alchemist ...	25
Essence Alchemist	25		



3.5

ARCHAEOLOGIST (V)

So much of the past has been forgotten that some individuals make it their job to return lost lore and items to civilization. Archaeologists are academic in nature, but adventurous at heart. Clearing monsters from a ruin is only the first step in the Archaeologist's adventure into the past.

Time to Acquire: 52 months

Starting Money: normal

Special:

Wealthy patron	30
Ancient map	30
Map of region (with historic notations)	40
Book (+10 non-magic to a specific lore)	50
Book (+10 non-magic to a specific lore)	50
Riding beast	0

Category or Skill	# of ranks
Awareness • Search skill category	2
Observation	1
Detect Traps	1
Communication skill category	4
choice of written languages	4 (total)
choice of spoken languages	2 (total)
Lore • General skill category	2
Choice of Culture Lores (up to two)	2
History	2
Region Lore	1
Lore • Magical skill category	1
Artifact Lore	1
Science/Analytical • Specialized skill category	n/a
Anthropology	1
Technical/Trade • Vocational skill category	n/a
Appraisal	1

Stat Gains: none

COST BY PROFESSION

Fighter	34	Lay Healer	28
Thief	32	Healer	28
Rogue	32	Mystic	24
Warrior Monk	34	Sorcerer	28
Layman	28	Ranger	30
Magician	28	Paladin	31
Illusionist	25	Monk	31
Cleric	27	Dabblers	28
Animist	26	Bard	24
Mentalist	28	Magent	24
Arcanist	26	Chaotic	30
Wizard	26	Magehunter	31
Channeling Alchemist ..	27	Mentalism Alchemist	28
Essence Alchemist	27		

3.6

ARTIFICER (L)

The Artificer is fascinated by the toys of magic. Whenever possible the Artificer will pick up new magic items for use or even just curiosity. This fascination and greater understanding of magic items provides the Artificer with greater ability to access and use magic items.

Time to Acquire: 110 months

Starting money: normal

Special:

Wand (up to 2nd level spell)	40
Daily III item	30
Book (+15 Item Lore)	30
Daily II item	20
Single use item (up to 5th level)	15
Daily I item	0

Category or Skill	# of ranks
Lore • Magical skill category	3
Artifact Lore	3
Power Awareness skill category	3
Attunement	3
Power Perception	2
Science/Analytic • Basic	2
Research	2
Spells • Own Realm TP skill category *	n/a
Item Enhancements, Vocational	3
Technical/Trade • Vocational skill category	n/a
Appraisal	2
Choice of 1 skill	1

*: This spell list may be classified as *Normal* instead of *Restricted*.

Stat Gains: none

COST BY PROFESSION

Fighter	57	Lay Healer	30
Thief	51	Healer	30
Rogue	51	Mystic	30
Warrior Monk	57	Sorcerer	30
Layman	41	Ranger	42
Magician	26	Paladin	44
Illusionist	26	Monk	37
Cleric	30	Dabblers	33
Animist	30	Bard	33
Mentalist	30	Magent	37
Arcanist	26	Chaotic	33
Wizard	26	Magehunter	30
Channeling Alchemist ..	30	Mentalism Alchemist	30
Essence Alchemist	26		

Sections
3.5, 3.6

Archaeolog
(V)

Artificer (L)



ROLEMA
ANNU

3.7

ASTRONOMER (L)

Astronomer (L)

Chaplain (V)

The Astronomer studies the stellar, lunar, and solar cycles and links their passage to daily occurrences. An Astronomer is not content just to study and predict these cycles. A true Astronomer seeks to know why the cycles work the way they do. They strive to learn the secrets of heaven so that they can understand the earth. The Astronomer's constant study and focus tend to make him self-absorbed or too technical minded for easy conversation with non-Astronomers.

Time to Acquire: 78 months

Starting Money: normal

Special:

- Astrolabe (+15 non-magic to Astronomy/Navigation) 50
- Star chart (+10 non-magic to Star-gazing) 50
- Lodestone (+50 non-magic to Direction Sense) .. 50
- Spyglass (+10 non-magic to Observation) 30
- Book (+10 non-magic to Astronomy) 40
- Book (+10 non-magic to Advanced Math) 40
- Book (+5 non-magic to Star-gazing) 0

Category or Skill	# of ranks
Awareness • Senses skill category	2
Direction Sense	1
Time Sense	2
Outdoor • Environmental skill category	2
Star-gazing	2
Weather Watching	2
Science/Analytic • Basic	2
Basic Math	2
Science/Analytic • Specialized skill category	n/a
Advanced Math	1
Astronomy	2

Stat Gains: none

COST BY PROFESSION

Fighter	33	Lay Healer	28
Thief	33	Healer	28
Rogue	33	Mystic	27
Warrior Monk	33	Sorcerer	28
Layman	28	Ranger	26
Magician	28	Paladin	30
Illusionist	27	Monk	30
Cleric	27	Dabbling	30
Animist	25	Bard	30
Mentalist	28	Magent	28
Arcanist	26	Chaotic	26
Wizard	26	Magehunter	25
Channeling Alchemist ..	27	Mentalism Alchemist	28
Essence Alchemist	26		

3.8

CHAPLAIN (V)

A lord generally selects a clergy member to preside over the lord's religious services. A Chaplain is the lord's spiritual advisor and thereby a spiritual leader of the lord's land. Chaplains often head up the education of the lord's children as the clergy is often the only literate class. A GM may decide that all clergy members who preside over a church may also choose this training package.

Time to Acquire: 43 months

Starting Money: normal + d10 (open ended)

Special:

- Noble patron 50
- Favor from a noble 50
- Holy symbol (+10 magic to Channeling) 30
- Spell adder (+1) 30
- Augmented heraldic sign 20
- Special religious token/sigil 0

Category or Skill **# of ranks**

Artistic • Active skill category	1
Choice of Singing or Tale Telling	1
Influence skill category	3
Propaganda	1
Public Speaking	3
Lore • General skill category	3
Religion	3
History	2
Power Awareness skill category	2
Technical/Trade • Vocational	n/a
Administration	2

Stat Gains: none

COST BY PROFESSION

Fighter	25	Lay Healer	23
Thief	25	Healer	23
Rogue	25	Mystic	19
Warrior Monk	25	Sorcerer	23
Layman	24	Ranger	24
Magician	23	Paladin	22
Illusionist	22	Monk	23
Cleric	23	Dabbling	23
Animist	23	Bard	20
Mentalist	23	Magent	20
Arcanist	23	Chaotic	23
Wizard	23	Magehunter	23
Channeling Alchemist ..	23	Mentalism Alchemist	23
Essence Alchemist	23		



3.9

CLOISTERED ZEALOT (L)

The Cloistered Zealot lives a life of purity and scholarship in the name of his deity. Cloistered Zealots find a solid balance between preaching their religion and addressing the realities of life. Cloistered Zealots are well respected for their insights, wisdom, and intelligence.

Time to Acquire: 128 months

Starting Money: normal

Special:

Book (+15 non-magic to a specific lore)	30
Book (+15 non-magic to a specific lore)	20
Special religious token/sigil	0

Category or Skill	# of ranks
Communications skill category	3
choice of up to two skills	3 (total)
Crafts skill category	n/a
choice of one skill	3
Influence skill category	2
Public Speaking or Seduction	2
Lore • General	4
choice of up to two skills	4 (total)
Science/Analytical • Basic skill category	1
Basic Math	1
Self Control skill category	2
choice of one skill	2

Stat Gains: none

COST BY PROFESSION

Fighter	28	Lay Healer	26
Thief	28	Healer	25
Rogue	28	Mystic	26
Warrior Monk	28	Sorcerer	28
Layman	25	Ranger	27
Magician	29	Paladin	27
Illusionist	28	Monk	27
Cleric	28	Dabbler	25
Animist	28	Bard	23
Mentalist	26	Magent	23
Arcanist	28	Chaotic	32
Wizard	28	Magehunter	27
Channeling Alchemist ..	28	Mentalism Alchemist	26
Essence Alchemist	29		

3.10

COURT MAGICIAN (L)

Lords can be quite demanding when seeking to satisfy their entertainment needs. Sometimes a lord will keep a magician on staff for the sole purpose of entertaining and impressing him and his guests. A Court Magician learns to couple his magic talents with showmanship for a grand display of magic power. Court Magicians may also serve in advisory positions, but they are generally considered to be flamboyant performers and not well learned sages.

Time to Acquire: 97 months

Starting Money: normal

Special:

Noble patron	30
Favor from a noble	30
Staff (+10 magic to Spell Mastery)	30
Spell adder (+1)	30
Exceptionally well-made craft (gift)	20
Outlandish clothing and ornamentation	0

Category or Skill	# of ranks
Artistic • Active skill category	4
choice of up to two skills	4 (total)
Influence skill category	2
Public Speaking	2
Power Manipulation skill category	2
Spell Mastery skill	2
Spells • Own Realm TP skill category *	n/a
Choice of Lesser Illusions or	3 (total)
Illusions	

*: The spell list chosen may be developed as a Training Package spell list.

Stat Gains: none

COST BY PROFESSION

Fighter	48	Lay Healer	28
Thief	48	Healer	28
Rogue	41	Mystic	24
Warrior Monk	43	Sorcerer	28
Layman	36	Ranger	32
Magician	28	Paladin	31
Illusionist	25	Monk	32
Cleric	28	Dabbler	32
Animist	28	Bard	28
Mentalist	28	Magent	31
Arcanist	26	Chaotic	30
Wizard	26	Magehunter	32
Channeling Alchemist ..	28	Mentalism Alchemist	28
Essence Alchemist	28		

Sections
3.9, 3.10

Cloistered
Zealot (L)

Court
Magician (L)

3.11 DUELIST (V)

Duelist (V)
Engineer (L)

Where words leave off, swords pick up. Often disputes are settled in duels of honor. A duelist is a professional settler of such disputes. They can be hired to fight for lords, so the lord need not worry about his own safety. A duelist is adept at single combat, but not necessarily honorable combat. A duelist fights with honor only so long as he is sure he can win.

Time to Acquire: 32 months

Starting money: normal

Special:

Weapon (+10 non-magic)	30
Armor (+10 non-magic)	40
Shield (+10 non-magic)	30
Rival (equal or better skill)	40
Weapon (+5 non-magic)	30
Favor from an important person	0

Category or Skill	# of ranks
Body Development skill category	n/a
Body Development	2
Combat Maneuvers skill category	n/a
Quickdraw	2
Swashbuckling	2
Lore • General skill category	1
Heraldry	1
Special Attacks skill category	n/a
Disarm Foe (Armed)	2
Weapon skill category (choice of melee category)	2
choice of one skill	2
Urban skill category	1
Contacts	1

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	58
Thief	26	Healer	63
Rogue	25	Mystic	71
Warrior Monk	30	Sorcerer	72
Layman	30	Ranger	30
Magician	72	Paladin	28
Illusionist	72	Monk	36
Cleric	50	Dabblers	34
Animist	50	Bard	34
Mentalist	58	Magent	32
Arcanist	75	Chaotic	35
Wizard	75	Magehunter	30
Channeling Alchemist ..	50	Mentalism Alchemist	57
Essence Alchemist	65		



3.12 ENGINEER (L)

Great castles require great architects, while enchanted castles require enchanted architects. The Engineer not only knows how to design, build, and organize a construction project, but also how to enchant it. In worlds where the magic flies fast and furious, no home is truly sound unless it is built by an experienced Engineer.

Time to Acquire: 85 months

Starting money: normal + d10 (open-ended)

Special:

Favor from a noble	30
Drafting Tools (+15 to Engineering non-magic) ..	25
Book (+15 to Architecture)	20
Favor from a wealthy person	15
Wealthy contact	15
Heraldic sign	10
Draft of an important structure	0

Category or Skill	# of ranks
Lore • Technical skill category	1
Stone Lore	1
Metal Lore	1
Technical/Trade • Profession skill category	n/a
Architecture	2
Engineering	2
Labor Organization	2
Spell • Own Realm TP skill category	n/a
Structure Warding *	3
Perimeter Warding *	3

*: These spell lists may be classified as *Normal* instead of *Restricted*.

Stat Gains: none

COST BY PROFESSION

Fighter	38	Lay Healer	31
Thief	38	Healer	31
Rogue	38	Mystic	31
Warrior Monk	38	Sorcerer	31
Layman	38	Ranger	34
Magician	31	Paladin	34
Illusionist	31	Monk	34
Cleric	31	Dabblers	34
Animist	31	Bard	34
Mentalist	31	Magent	34
Arcanist	31	Chaotic	34
Wizard	31	Magehunter	34
Channeling Alchemist ..	31	Mentalism Alchemist	31
Essence Alchemist	31		

3.13 EXECUTIONER (V)

Even the most benevolent of rulers find that they must sometimes punish criminals, spies, or enemies with painful death. The Executioner is trained to do so with great efficiency. Executioners are trained in the art of torture and interrogation as well. In lands with public beheadings or hangings, the Executioner is often expected to make a grand display of torturing the prisoner for as long as possible. An Executioner with a brutal reputation can be a deterrent to criminals and spies by mere rumor alone.

Time to Acquire: 28 months

Starting money: normal

Special:

- Battle axe (+10 non-magic) 30
- Two-handed sword (+10 non-magic) 30
- Torturing tools (+10 non-magic) 30
- Favor from Local Ruler 0

Category or Skill	# of ranks
Athletic • Brawn skill category	3
Power-striking	3
Crafts skill category	n/a
Rope Mastery	2
Influence skill category	3
Interrogation	3
Weapon • 2-Handed skill category	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	34
Thief	26	Healer	36
Rogue	23	Mystic	36
Warrior Monk	25	Sorcerer	38
Layman	26	Ranger	26
Magician	36	Paladin	23
Illusionist	38	Monk	27
Cleric	32	Dabbler	26
Animist	30	Bard	26
Mentalist	32	Magent	24
Arcanist	38	Chaotic	27
Wizard	38	Magehunter	26
Channeling Alchemist ..	28	Mentalism Alchemist	27
Essence Alchemist	27		



3.14 GRAVE ROBBER (V)

Not everyone seeking the lost are as altruistic, or informed, as the Archaeologist. Many people are aware of jewelry being buried with a loved one, but the Grave Robber capitalizes on this information. A Grave Robber may seek out ancient grave sites, or even ruins, for their chance at quick and easy money. Of course, most people frown on such activities, and sometimes the dead themselves will rise up to protect their treasure, so though the money maybe quick, it isn't always easy.

Time to Acquire: 45 months

Starting Money: normal

Special:

- Stolen jewelry (worth 10d10 sp) 30
- Stolen jewelry (worth 8d10 sp) 40
- Map of region (with notes on ancient battles and tombs) 50
- Disarm Trap kit (+10 non-magic) 30
- Reliable fencing contacts 40
- Lockpick kit (+5 non-magic) 30
- Disarm Trap kit (+5 non-magic) 0

Category or Skill # of ranks

Athletic • Gymnastic skill category	2
choice of up to two skills	2 (total)
Awareness • Searching skill category	2
Locate Hidden	2
Detect Trap	2
Lore • General skill category	1
Culture Lore	1
History	1
Lore • Magical skill category	1
Artifact Lore	1
Subterfuge • Mechanics skill category	2
choice of up to two skills	2 (total)
Technical/Trade • General skill category	1
Mapping	1

Stat Gains: none

COST BY PROFESSION

Fighter	28	Lay Healer	34
Thief	21	Healer	34
Rogue	22	Mystic	32
Warrior Monk	27	Sorcerer	33
Layman	26	Ranger	27
Magician	33	Paladin	32
Illusionist	34	Monk	26
Cleric	32	Dabbler	24
Animist	31	Bard	26
Mentalist	33	Magent	23
Arcanist	31	Chaotic	29
Wizard	31	Magehunter	27
Channeling Alchemist ..	35	Mentalism Alchemist	33
Essence Alchemist	36		

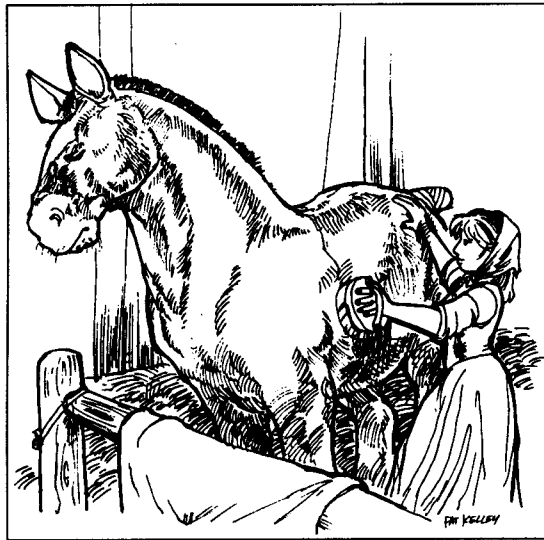
Sections 3.14

Executioner (V)

Grave Rob (V)



Sections
3.15, 3.16
Groom (V)
Inventor (V)



3.15 GROOM (V)

A Groom maintains and oversees a stable. A Groom may care solely for the lord's horses or he may watch over any manner of creature for his lord, including pigeons, falcons, bees, and fantasy creatures. Grooms may garner friendship and respect from knights and nobility, as they maintain the horses that makes knights so devastating.

Time to Acquire: 44 months

Starting money: normal

Special:

Horse, Heavy (+5 to Riding, and Mounted Combat manuevers)	20
Saddle (+10 non-magic)	30
Favor from a noble	30
Horse, medium	30
Falcon	20
Horse, light	0

Category or Skill	# of ranks
Crafts skill category	n/a
Rope Mastery	2
Lore • General skill category	2
Fauna Lore	2
Region Lore	2
Outdoor • Animal skill category	2
Animal Handling (choice of animal)	2
Animal Training (choice of animal)	2
Riding	2

Stat Gains: none

COST BY PROFESSION

Fighter	16	Lay Healer	23
Thief	20	Healer	23
Rogue	16	Mystic	23
Warrior Monk	20	Sorcerer	23
Layman	20	Ranger	16
Magician	23	Paladin	20
Illusionist	23	Monk	20
Cleric	23	Dabblers	20
Animist	16	Bard	20
Mentalist	23	Magent	20
Arcanist	23	Chaotic	20
Wizard	23	Magehunter	20
Channeling Alchemist ..	23	Mentalism Alchemist	23
Essence Alchemist	23		

3.16 INVENTOR (V)

New machines, siege engines, and mills do not just evolve, they are created. Inventors are considered unusual because they concentrate on mechanical and scientific problems to the exclusion of everyday affairs. Inventors are generally gifted in several crafts and arts.

Time to Acquire: 45 months

Starting Money: normal

Special:

Mechanical item (+10 non-magic bonus)	50
Mechanical item (+5 non-magic bonus)	50
Draft for a new invention	40
Patron	20
Fine crafting tools (+15 to specific craft)	40
Good crafting tools (+10 to specific craft)	30
Crafting tools (+5 to specific craft)	0

Category or Skill	# of ranks
Artistic • Passive skill category	2
choice of up to two skills	2 (total)
Craft skill category	n/a
choice of up to two skills	3 (total)
Lore • Technical skill category	2
choice of up to two skills	2 (total)
Science/Analytic • Basic skill category	2
choice of up to two skills	2
Technical/Trade • General skill category	2
choice of up to two skills	2
Technical/Trade • Vocational skill category	n/a
Gimmickry	2

Stat Gains: none

COST BY PROFESSION

Fighter	29	Lay Healer	28
Thief	29	Healer	28
Rogue	29	Mystic	28
Warrior Monk	29	Sorcerer	28
Layman	28	Ranger	28
Magician	28	Paladin	28
Illusionist	28	Monk	28
Cleric	28	Dabblers	28
Animist	28	Bard	28
Mentalist	28	Magent	28
Arcanist	28	Chaotic	28
Wizard	28	Magehunter	28
Channeling Alchemist ..	28	Mentalism Alchemist	28
Essence Alchemist	28		

3.17 JESTER (V)

Great rulers need great advice, but they also need to laugh. A Jester is a source of entertainment, advice, and diplomatic face-saving. The fool is sometimes abused, but most often they are well rewarded in food, clothing, and position. Even so, a lord or lady can always vent their ire or frustration on the affable fool instead of lashing out at powerful vassals.

Time to Acquire: 52 months

Starting money: normal

Special:

Noble contact	30
Favor from a noble	30
Musical instrument (+10 non-magic)	30
Juggling balls (+10 non-magic)	30
Stilts (+10 non-magic)	30
Fine clothing, outrageous in design	0

Category or Skill # of ranks

Artistic • Active skill category	3
Acting	2
choice of up to three skills	3
Athletic • Gymnastics skill category	2
Juggling	2
Stilt-walking	2
Tumbling	2
Influence skill category	3
Diplomacy	1
Duping	3
Public Speaking	1

Stat Gains: none

COST BY PROFESSION

Fighter	26	Lay Healer	29
Thief	24	Healer	29
Rogue	24	Mystic	24
Warrior Monk	24	Sorcerer	29
Layman	26	Ranger	29
Magician	29	Paladin	26
Illusionist	26	Monk	24
Cleric	29	Dabbler	26
Animist	29	Bard	20
Mentalist	29	Magent	29
Arcanist	29	Chaotic	26
Wizard	29	Magehunter	24
Channeling Alchemist ..	36	Mentalism Alchemist	29
Essence Alchemist	36		

3.18 LABORER (V)

Whenever raw manual labor is done, the people in charge rarely do it themselves. The nearby villages and towns were full of folks willing to work hard for a relatively small amount of money. Unskilled labor is often needed in and or around a castle (especially during construction of the structure).

Time to Acquire: 14 months

Starting money: normal

Special:

Tools (+5 non-magic to crafts skill)	30
Tools (appropriate to a crafts skill)	50
Friends with local bartender	40
Owed a favor from local noble	20
Enemies with local noble	20
Part of a work gang (3d10 workers)	0

Category or Skill # of ranks

Athletic • Brawn skill category	2
Body Development skill category	n/a
Body Development	2
Crafts skill category	n/a
choice of one skill	1
Technical/Trade • General skill category	1

Stat Gains: none

COST BY PROFESSION

Fighter	12	Lay Healer	26
Thief	16	Healer	16
Rogue	13	Mystic	28
Warrior Monk	14	Sorcerer	28
Layman	16	Ranger	16
Magician	28	Paladin	16
Illusionist	28	Monk	18
Cleric	24	Dabbler	26
Animist	21	Bard	19
Mentalist	24	Magent	18
Arcanist	29	Chaotic	16
Wizard	29	Magehunter	18
Channeling Alchemist ..	22	Mentalism Alchemist	24
Essence Alchemist	26		



3.19 MAGIC CRAFTER (L)

Some simple craftsmen are not as simple as they seem. Some of the most impressive and sturdy crafts are made with a little magical assistance. Magic Crafters can be of any realm, and they gain access to the training package spell lists to help in their trade.

Time to Acquire: 72 months

Starting Money: normal + d10 (open-ended)

Special:

Spell adder (+1)	30
Daily I Item	30
Exceptional crafted work (10d10 sp)	50
Exceptional crafted work (8d10 sp)	50
Exceptional crafted work (6d10 sp)	50
Exceptional crafted work (4d10 sp)	50
Fine crafting tools (+15 to specific craft)	40
Good crafting tools (+10 to specific craft)	50
Crafting tools (+5 to specific craft)	0

Category or Skill	# of ranks
Craft skill category	n/a
choice of up to three crafts	3 (total)
Power Awareness skill category	1
Attunement	1
Spells • Own Realm, Open List skill category	n/a
choice of training package list	3 (total)
Technical/Trade • General skill category	2
choice of up to two skills	2 (total)
Technical/Trade • Vocational skill category	n/a
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	34	Lay Healer	27
Thief	33	Healer	27
Rogue	34	Mystic	27
Warrior Monk	34	Sorcerer	27
Layman	32	Ranger	31
Magician	26	Paladin	31
Illusionist	26	Monk	30
Cleric	27	Dabblers	29
Animist	27	Bard	30
Mentalist	27	Magent	26
Arcanist	26	Chaotic	29
Wizard	26	Magehunter	28
Channeling Alchemist ..	27	Mentalism Alchemist	27
Essence Alchemist	34		



3.20 POLITICAL (L)

A pure social climber, the Political is totally amoral in his pursuit of power and prestige. The Political is kind only when it suits his needs. The Political's theory is: "It is better to be feared than to be loved." To this end he is ruthless and conniving, but he always tries to maintain a calculated dignified appearance.

Time to Acquire: 22 months

Starting money: normal

Special:

Know a secret about local noble	50
Know a secret about local noble	40
Noble contact	30
Underworld contacts	25
Assassin contacts	20
Favor from a noble	15
Know a secret about local lord	15
Rival (equal or higher level)	0

Category or Skill	# of ranks
Artistic • Active skill category	2
Acting	2
Communication skill category	4
Choice of up to 3 skills	4 (total)
Influence skill category	2
Interogation	2
Propoganda	2
Lore • General skill category	2
Heraldry	2
Subterfuge • Stealth skill category	2
Choice of Stalking or Hiding	2 (total)
Trickery	1
Urban skill category	2
Weapon skill category (choice)	1
choice of one skill	1

Stat Gains: none

COST BY PROFESSION

Fighter	32	Lay Healer	38
Thief	30	Healer	39
Rogue	30	Mystic	26
Warrior Monk	34	Sorcerer	39
Layman	30	Ranger	32
Magician	38	Paladin	37
Illusionist	30	Monk	34
Cleric	37	Dabblers	28
Animist	34	Bard	24
Mentalist	37	Magent	23
Arcanist	38	Chaotic	34
Wizard	38	Magehunter	33
Channeling Alchemist ..	37	Mentalism Alchemist	36
Essence Alchemist	36		

3.21 PROPHET (L)

A deity does not always go through standard channels in order to make his will known. When a deity chooses a spokesman from outside of the church it is generally because the church no longer listens to their deity as they should. People tend to scoff at prophets, thinking them mad. Clergy tend to frown on such unorthodox approaches to religion and may even persecute a prophet for heresy. A prophet finds little relief until his message gains acceptance or is proven true. For this reason, a deity only chooses followers of great faith and virtue for such a calling.

Time to Acquire: 98 months

Starting money: normal

Special:

- Animal friend appropriate to deity 40
- Relic of the faith (+20 to Influence skills, believers of the religion only) 30
- Low level clergy contacts 30
- Religious rival (higher level) 20
- Significant mark (odd coloration of eyes, or hair, birth mark, etc) 10
- Holy symbol (+5 influence to believers) 0

Category or Skill	# of ranks
Awareness • Searching skill category	1
Lie Perception	1
Awareness • Senses skill category	1
Reality Awareness	1
Influence skill category	2
Public Speaking	2
Lore • General skill category	2
Religion	2
Outdoor • Environment skill category	1
Foraging	1
Survival	1
Power Awareness skill category	3
Divination	3
Spells Own Realm • TP skill category	n/a
Detection Mastery (Open Channeling)	3

Stat Gains: none

COST BY PROFESSION

Fighter	42	Lay Healer	29
Thief	37	Healer	29
Rogue	39	Mystic	27
Warrior Monk	42	Sorcerer	29
Layman	34	Ranger	33
Magician	27	Paladin	36
Illusionist	27	Monk	31
Cleric	28	Dabbler	30
Animist	26	Bard	30
Mentalist	29	Magent	29
Arcanist	26	Chaotic	29
Wizard	26	Magehunter	26
Channeling Alchemist ..	28	Mentalism Alchemist	29
Essence Alchemist	27		



3.22 ROMANTIC (L)

The art of seduction is a way of life to some individuals. A sweet phrase here, a gallant flourish there, the Romantic always makes the most of every situation. A Romantic may be overly competitive, overly optimistic, or just overly happy. In any event, the Romantic seeks to be the center of attention, especially with the opposite sex.

Time to Acquire: 74 months

Starting Money: normal

Special:

- Exceptional quality clothing 50
- Jewelry (gift, worth 10d10 sp) 50
- Rival (equal or higher level) 30
- Hunted by jilted lover 30
- Special token from lost/past love 0

Category or Skill	# of ranks
Artistic • Active skill category	4
choice of up to three skills	4 (total)
Influence skill category	3
Seduction	3
Urban skill category	2
Contacting	2

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	24
Thief	20	Healer	24
Rogue	20	Mystic	16
Warrior Monk	24	Sorcerer	24
Layman	22	Ranger	24
Magician	24	Paladin	23
Illusionist	20	Monk	24
Cleric	24	Dabbler	20
Animist	25	Bard	16
Mentalist	24	Magent	18
Arcanist	25	Chaotic	24
Wizard	25	Magehunter	22
Channeling Alchemist ..	24	Mentalism Alchemist	24
Essence Alchemist	24		

Sections
3.21, 3.22
Prophet (L)
Romantic (L)

3.23 SERVITOR (V)

Servitors are lower class nobles or higher class commoners who serve in a lord's castle. A servitor could be anything from a page to a lady-in-waiting. Servitors receive very little compensation for their duties, but they gain great respect out of their close familiarity with the ruling class. In many ways the job of the Servitor can be boiled down to being paid to provide companionship. For this reason they are especially adept at being sociable and agreeable, because they have few other skills.

Time to Acquire: 41 months

Starting Money: normal

Special:

Exceptional set of clothes	40
Favor from an important person	40
Favor from an important person	30
Knows secret about a noble	20
Noble contact	0

Category or Skill # of ranks

Artistic • Active skill category	2
choice of one skill	2
Crafts skill category	n/a
Scribing	1
Service	2
choice of up to two other skills	2 (total)
Influence skill category	2
choice of one skill	2
Lore • General skill category	3
choice of up to two skills	3 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	25	Lay Healer	25
Thief	25	Healer	25
Rogue	25	Mystic	22
Warrior Monk	25	Sorcerer	25
Layman	25	Ranger	25
Magician	25	Paladin	23
Illusionist	23	Monk	25
Cleric	25	Dabbler	25
Animist	25	Bard	22
Mentalist	25	Magent	23
Arcanist	25	Chaotic	25
Wizard	25	Magehunter	25
Channeling Alchemist ..	25	Mentalism Alchemist	25
Essence Alchemist	25		

3.24 SIEGE ENGINEER (V)

The Siege Engineer specializes in the destruction and reduction of castle defenses. Siege Engineers can organize military operations relating to sapping castle walls, building siege engines, and employing siege engines.

Time to Acquire: 29 months

Starting Money: normal

Special:

Book (+10 to Siege Engineering)	50
Book (+10 to Mechanition)	40
Draft of superior siege engine	40
Mercenary contacts	20
Tool kit (+10 non-magic)	0

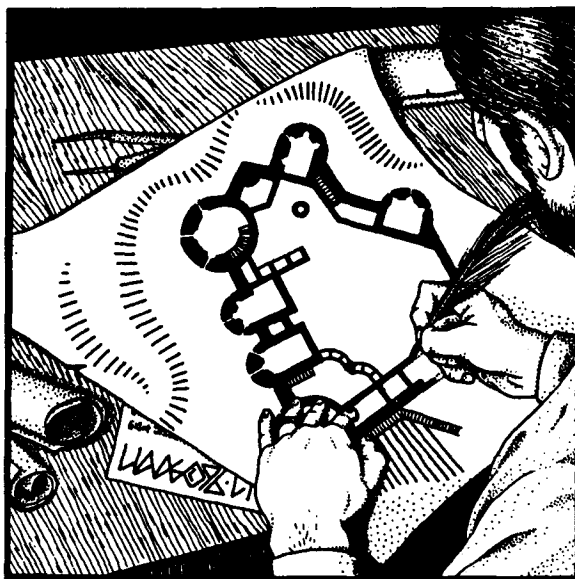
Category or Skill # of ranks

Communication skill category	1
Signaling	1
Technical/Trade • Professional skill category	n/a
Mechanition	1
Military Organization	1
Mining	1
Technical/Trade • Vocational skill category	n/a
Siege Engineering	3
Weapon • Missile Artillery skill category	2
choice of up to two skills	2 (total)

Stat Gains: none

COST BY PROFESSION

Fighter	22	Lay Healer	29
Thief	24	Healer	32
Rogue	26	Mystic	32
Warrior Monk	27	Sorcerer	32
Layman	25	Ranger	26
Magician	32	Paladin	24
Illusionist	32	Monk	28
Cleric	29	Dabbler	25
Animist	29	Bard	24
Mentalist	29	Magent	24
Arcanist	32	Chaotic	27
Wizard	32	Magehunter	26
Channeling Alchemist ..	29	Mentalism Alchemist	27
Essence Alchemist	26		





3.25 TROUBADOUR (L)

The Troubadour is a wandering minstrel who brings tales of wonder, gossip, and news to otherwise isolated towns, farmsteads, and castles. The Troubadour can expect good food and shelter if he tells a good tale even in the humblest of homes. A Troubadour is more than just a performer. The Troubadour is a professional traveller, entertainer, and gossip. The Troubadour lives his life in search of excitement, adventure, and a warm crowd to whom he can relate his tales.

Time to Acquire: 132 months

Starting Money: normal

Special:

Musical instrument (+10 non-magic)	50
Weather-resistant clothing	50
Noble contact	40
Riding beast	0

Category or Skill	# of ranks
Artistic • Active skill category	3
Play Instrument	2
choice of up to two skills	3 (total)
Communications skill category	6
choice of up to three skills	6 (total)
Influence skill category	2
choice of up to two skills	2 (total)
Lore • General skill category	2
Region Lore	2
Outdoor • Animal skill category	1
Riding	1
Outdoor • Environmental skill category	1
Weather Watching	1

Stat Gains: none

COST BY PROFESSION

Fighter	33	Lay Healer	31
Thief	34	Healer	31
Rogue	33	Mystic	24
Warrior Monk	34	Sorcerer	31
Layman	30	Ranger	32
Magician	31	Paladin	32
Illusionist	25	Monk	34
Cleric	31	Dabbler	30
Animist	29	Bard	22
Mentalist	31	Magent	25
Arcanist	31	Chaotic	34
Wizard	31	Magehunter	33
Channeling Alchemist ..	31	Mentalism Alchemist	31
Essence Alchemist	31		

3.26 VIZIER (L)

Viziers serve royal patrons as advisors on affairs of state and magic. A Vizier divines the future, investigates magical affairs, and generally advises his lord in affairs of state. In return, a Vizier expects good pay, status, and the luxury of private research. Viziers often find it difficult not to abuse their dual status as magician and advisor. Of course, as long as the lord is satisfied, who will speak against them?

Time to Acquire: 113 months

Starting money: normal + d10 (open-ended)

Special:

Noble patron	30
Royal patron	20
Favor from royalty	30
Favor from a noble	30
Augmented heraldic sign	20
Favor from an important person	30
Favor from an important person	30
Finely crafted object (gift)	0

Category or Skill	# of ranks
Awareness • Searching skill category	2
Lie Perception	2
Influence skill category	2
Diplomacy	2
Lore • General skill category	2
History	2
Power Awareness skill category	2
Attunement	1
Divination	2
Spell • Own Realm TP skill category	n/a
Delving spell list*	3
Technical/Trade • Vocational skill category	n/a
Administration	1

* May be developed as a Training Package spell list.

Stat Gains: none

COST BY PROFESSION

Fighter	39	Lay Healer	27
Thief	34	Healer	27
Rogue	36	Mystic	25
Warrior Monk	39	Sorcerer	27
Layman	33	Ranger	31
Magician	26	Paladin	33
Illusionist	26	Monk	30
Cleric	26	Dabbler	28
Animist	25	Bard	28
Mentalist	27	Magent	27
Arcanist	25	Chaotic	28
Wizard	25	Magehunter	26
Channeling Alchemist ..	26	Mentalism Alchemist	27
Essence Alchemist	26		

Sections
3.25, 3.26
Troubadour
(L)
Vizier (L)

Character Name: _____

DWARF

Experience Points _____

Level: _____

Player: _____

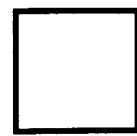
Campaign (GM): _____

Race: DWARF
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	-2	___	<input type="checkbox"/>
Constitution	___	___	___	+6	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	+2	___	<input type="checkbox"/>
Empathy	___	___	___	-4	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	-4	___	<input type="checkbox"/>
Quickness	___	___	___	-2	___	<input type="checkbox"/>
Strength	___	___	___	+2	___	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+40
Mentalism (3 x Pr):	+40
Chan/Ess (In + Em):	+40
Chan/Ment (In + Pr):	+40
Ess/Ment (Em + Pr):	+80
Arcane (Em + In + Pr):	+80
Poison/Disease (3 x Co):	+20/+15
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 21 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 7 • 4 • 2 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____

 Motivations: _____

 Alignment: _____

TRAINING PACKAGES:		
Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS						
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
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Character Record Sheet T-6.1

ELF, HIGH

Character Name: _____

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: HIGH ELF
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	+2	___	<input type="checkbox"/>
Constitution	___	___	___	___	___	<input type="checkbox"/>
Memory	___	___	___	+2	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	-5	___	<input type="checkbox"/>
Empathy	___	___	___	+2	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	+6	___	<input type="checkbox"/>
Quickness	___	___	___	+6	___	<input type="checkbox"/>
Strength	___	___	___	___	___	<input type="checkbox"/>



RESISTANCE ROLLS:

	Base
Channeling (3 x In):	-5
Essence (3 x Em):	-5
Mentalism (3 x Pr):	-5
Chan/Ess (In + Em):	-10
Chan/Ment (In + Pr):	-10
Ess/Ment (Em + Pr):	-10
Arcane (Em + In + Pr):	-15
Poison/Disease (3 x Co):	+10/+100
Fear (3 x SD):	+0

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

RACE/STAT FIXED INFO:
 Soul Departure: 1 rounds
 Recovery Multiplier: x 3
 Body Development Progression:
0 • 7 • 3 • 2 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___

Hits: _____
 Exhaustion Points: _____
 Power Points: _____

Character Record Sheet T-6.1

Character Name: _____

GNOLL

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: GNOLL
 Profession: _____
 Realm: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	+4	___	<input type="checkbox"/>
Constitution	___	___	___	___	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	+1	___	<input type="checkbox"/>
Self Discipline	___	___	___	+2	___	<input type="checkbox"/>
Empathy	___	___	___	+4	___	<input type="checkbox"/>
Intuition	___	___	___	+2	___	<input type="checkbox"/>
Presence	___	___	___	-2	___	<input type="checkbox"/>
Quickness	___	___	___	+2	___	<input type="checkbox"/>
Strength	___	___	___	___	___	<input type="checkbox"/>

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

RESISTANCE ROLLS:

	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+10
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+10
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+10
Arcane (Em + In + Pr):	+10
Poison/Disease (3 x Co):	+5
Fear (3 x SD):	+0

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

RACE/STAT FIXED INFO:
 Soul Departure: 16 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 6 • 2 • 2 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____

 Motivations: _____

 Alignment: _____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___

Hits: _____	Exhaustion Points: _____	Power Points: _____
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Character Record Sheet T-6.1

Character Name: _____

GOBLIN

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: GOBLIN

Profession: _____

Realm: _____

Armor Type: _____

MMP: _____

Weight Penalty: _____

Missile Penalty: _____

Quickness Penalty: _____

Quickness Bonus: _____

Adrenal Defense: _____

Shield Bonus: _____

Magic (Spells, Items, etc.): _____

Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	___	___	<input type="checkbox"/>
Constitution	___	___	___	+3	___	<input type="checkbox"/>
Memory	___	___	___	-2	___	<input type="checkbox"/>
Reasoning	___	___	___	+1	___	<input type="checkbox"/>
Self Discipline	___	___	___	-2	___	<input type="checkbox"/>
Empathy	___	___	___	-2	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	-2	___	<input type="checkbox"/>
Quickness	___	___	___	+1	___	<input type="checkbox"/>
Strength	___	___	___	+2	___	<input type="checkbox"/>

RESISTANCE ROLLS:	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+0
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+0
Poison/Disease (3 x Co):	+5
Fear (3 x SD):	+5

RACE/STAT FIXED INFO:
Soul Departure: 6 rounds
Recovery Multiplier: x 0.5
Body Development Progression:
0 • 6 • 3 • 2 • 1
PP Development Progression:

Recover: ___ hits/hour resting
___ hits/sleep cycle
___ PPs/hour resting
___ PPs/sleep cycle

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

ROLE TRAITS:
Appearance: _____
Sex: _____ Skin: _____
Apparent Age: _____ Actual Age: _____
Height: _____ Weight: _____
Hair: _____ Eyes: _____
Personality: _____
Motivations: _____
Alignment: _____

COMMONLY USED ATTACKS						
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

TRAINING PACKAGES:		
Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

Character Name: _____

HALF-ELF

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: _____ **HALF-ELF**
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	+2	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+2	_____	<input type="checkbox"/>
Memory	_____	_____	_____	_____	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	_____	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	-3	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	_____	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	_____	_____	<input type="checkbox"/>
Presence	_____	_____	_____	+4	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	+4	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+2	_____	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	-5
Essence (3 x Em):	-5
Mentalism (3 x Pr):	-5
Chan/Ess (In + Em):	-10
Chan/Ment (In + Pr):	-10
Ess/Ment (Em + Pr):	-10
Arcane (Em + In + Pr):	-15
Poison/Disease (3 x Co):	+0/+50
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 6 rounds
 Recovery Multiplier: x 1.5
 Body Development Progression:
0 · 7 · 5 · 3 · 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____

 Motivations: _____

 Alignment: _____

TRAINING PACKAGES:		
Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS						
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
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Character Name: _____

HALF-ORC

Experience Points _____

Level: _____

Player: _____

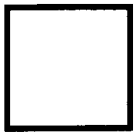
Campaign (GM): _____

Race: HALF-ORC
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	___	___	<input type="checkbox"/>
Constitution	___	___	___	+2	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	+2	___	<input type="checkbox"/>
Empathy	___	___	___	___	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	___	___	<input type="checkbox"/>
Quickness	___	___	___	___	___	<input type="checkbox"/>
Strength	___	___	___	+2	___	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+0
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+0
Poison/Disease (3 x Co):	+5
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 6 rounds
 Recovery Multiplier: x0.75
 Body Development Progression:
0 • 7 • 4 • 2 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____

 Motivations: _____

 Alignment: _____

TRAINING PACKAGES:		
Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS						
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

Character Record Sheet T-6.1

HALFLING, HAERFEAT

Character Name: _____

Experience Points _____

Level: _____

Player: _____

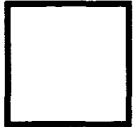
Campaign (GM): _____

Race: HAERFEAT HALFLING
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	+6	___	<input type="checkbox"/>
Constitution	___	___	___	+6	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	-4	___	<input type="checkbox"/>
Empathy	___	___	___	-2	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	-6	___	<input type="checkbox"/>
Quickness	___	___	___	+4	___	<input type="checkbox"/>
Strength	___	___	___	-8	___	<input type="checkbox"/>



RESISTANCE ROLLS:

Channeling (3 x In): _____	Base +0
Essence (3 x Em): _____	+50
Mentalism (3 x Pr): _____	+40
Chan/Ess (In + Em): _____	+50
Chan/Ment (In + Pr): _____	+40
Ess/Ment (Em + Pr): _____	+90
Arcane (Em + In + Pr): _____	+90
Poison/Disease (3 x Co): _____	+30/+15
Fear (3 x SD): _____	+0

RACE/STAT FIXED INFO:
 Soul Departure: 18 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 6 • 2 • 2 • 1
 PP Development Progression: _____
 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

Character Name: _____

HALFLING, STAEKNIL

Experience Points _____

Level: _____

Player: _____

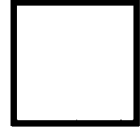
Campaign (GM): _____

Race: STAEKNIL HALFLING
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	+5	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+6	_____	<input type="checkbox"/>
Memory	_____	_____	_____	+1	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	_____	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	-3	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	-2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	_____	_____	<input type="checkbox"/>
Presence	_____	_____	_____	-5	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	+3	_____	<input type="checkbox"/>
Strength	_____	_____	_____	-7	_____	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+50
Mentalism (3 x Pr):	+40
Chan/Ess (In + Em):	+50
Chan/Ment (In + Pr):	+40
Ess/Ment (Em + Pr):	+90
Arcane (Em + In + Pr):	+90
Poison/Disease (3 x Co):	+30/+15
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 18 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 6 • 2 • 2 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____

 Motivations: _____

 Alignment: _____

TRAINING PACKAGES:	Cost	Package	Time
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS						
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

Character Record Sheet T-6.1

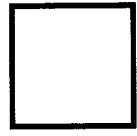
Character Name: _____
 Player: _____
 Campaign (GM): _____

HALFLING, WAENFAL

Experience Points: _____ Level: _____

Race: WAENFAL HALFLING
 Profession: _____
 Realm: _____
 Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____
 Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	+6	___	<input type="checkbox"/>
Constitution	___	___	___	+5	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	-4	___	<input type="checkbox"/>
Empathy	___	___	___	+1	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	-6	___	<input type="checkbox"/>
Quickness	___	___	___	+4	___	<input type="checkbox"/>
Strength	___	___	___	-8	___	<input type="checkbox"/>



RESISTANCE ROLLS:

Channeling (3 x In):	+0
Essence (3 x Em):	+50
Mentalism (3 x Pr):	+40
Chan/Ess (In + Em):	+50
Chan/Ment (In + Pr):	+40
Ess/Ment (Em + Pr):	+90
Arcane (Em + In + Pr):	+90
Poison/Disease (3 x Co):	+30/+15
Fear (3 x SD):	+0

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

RACE/STAT FIXED INFO:
 Soul Departure: 18 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 6 • 2 • 2 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___
_____	_____	___

Hits: _____ Exhaustion Points: _____ Power Points: _____

HALFLING, WAERLIN

Character Name: _____

Experience Points: _____

Level: _____

Player: _____

Campaign (GM): _____

Race: WAERLIN HALFLING

Profession: _____

Realm: _____

Armor Type: _____

MMP: _____

Weight Penalty: _____

Missile Penalty: _____

Quickness Penalty: _____

Quickness Bonus: _____

Adrenal Defense: _____

Shield Bonus: _____

Magic (Spells, Items, etc.): _____

Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	+6	___	<input type="checkbox"/>
Constitution	___	___	___	+6	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	-3	___	<input type="checkbox"/>
Empathy	___	___	___	-2	___	<input type="checkbox"/>
Intuition	___	___	___	+1	___	<input type="checkbox"/>
Presence	___	___	___	-6	___	<input type="checkbox"/>
Quickness	___	___	___	+4	___	<input type="checkbox"/>
Strength	___	___	___	-8	___	<input type="checkbox"/>



RESISTANCE ROLLS:

	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+40
Chan/Ess (In + Em):	+0
Chan/Ment (In + Pr):	+40
Ess/Ment (Em + Pr):	+40
Arcane (Em + In + Pr):	+40
Poison/Disease (3 x Co):	+30/+15
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:

Soul Departure: 18 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 6 • 2 • 2 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

ROLE TRAITS:

Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

Character Name:

HOBGOBLIN

Experience Points

Level:

Player: _____

Campaign (GM): _____

Race: HOBGOBLIN

Profession: _____

Realm: _____

Armor Type: _____

MMP: _____

Weight Penalty: _____

Missile Penalty: _____

Quickness Penalty: _____

Quickness Bonus: _____

Adrenal Defense: _____

Shield Bonus: _____

Magic (Spells, Items, etc.): _____

Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	-2	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+6	_____	<input type="checkbox"/>
Memory	_____	_____	_____	-2	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	-2	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	-2	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	-2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	-2	_____	<input type="checkbox"/>
Presence	_____	_____	_____	-2	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	-2	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+4	_____	<input type="checkbox"/>

RESISTANCE ROLLS:

Base

Channeling (3 x In): _____ +0

Essence (3 x Em): _____ +0

Mentalism (3 x Pr): _____ +0

Chan/Ess (In + Em): _____ +0

Chan/Ment (In + Pr): _____ +0

Ess/Ment (Em + Pr): _____ +0

Arcane (Em + In + Pr): _____ +0

Poison/Disease (3 x Co): _____ +5

Fear (3 x SD): _____ +0

RACE/STAT FIXED INFO:

Soul Departure: 6 rounds

Recovery Multiplier: x 0.5

Body Development Progression:

0·7·3·2·1

PP Development Progression:

Recover: _____ hits/hour resting

_____ hits/sleep cycle

_____ PPs/hour resting

_____ PPs/sleep cycle

ROLE TRAITS:

Appearance: _____

Sex: _____ Skin: _____

Apparent Age: _____ Actual Age: _____

Height: _____ Weight: _____

Hair: _____ Eyes: _____

Personality: _____

Motivations: _____

Alignment: _____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

Character Name: _____

KOBOLD

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: _____ **KOBOLD**

Profession: _____

Realm: _____

Armor Type: _____

MMP: _____

Weight Penalty: _____

Missile Penalty: _____

Quickness Penalty: _____

Quickness Bonus: _____

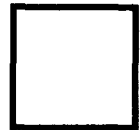
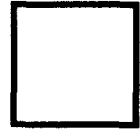
Adrenal Defense: _____

Shield Bonus: _____

Magic (Spells, Items, etc.): _____

Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	+2	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+4	_____	<input type="checkbox"/>
Memory	_____	_____	_____	_____	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	_____	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	_____	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	-2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	+2	_____	<input type="checkbox"/>
Presence	_____	_____	_____	-4	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	+6	_____	<input type="checkbox"/>
Strength	_____	_____	_____	-5	_____	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	+10
Essence (3 x Em):	+10
Mentalism (3 x Pr):	-10
Chan/Ess (In + Em):	+20
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+10
Poison/Disease (3 x Co):	+5
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 6 rounds
 Recovery Multiplier: x 1.5
 Body Development Progression:
0 • 5 • 3 • 2 • 1
 PP Development Progression:

Recover: _____ hits/hour resting
 _____ hits/sleep cycle
 _____ PPs/hour resting
 _____ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

TRAINING PACKAGES:	Cost	Package	Time
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Skill	COMMONLY USED SKILLS			
	Ranks	Bonus	Skill	Ranks Bonus
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attack/Weapon	COMMONLY USED ATTACKS				Ranges
	Ranks	Bonus	F	Str	
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Item	COMMONLY USED EQUIPMENT		
	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
-------------	--------------------------	---------------------

Character Name: _____

MAN, COMMON

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: COMMON MAN
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	_____	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	_____	_____	<input type="checkbox"/>
Memory	_____	_____	_____	_____	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	_____	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	+2	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	_____	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	_____	_____	<input type="checkbox"/>
Presence	_____	_____	_____	_____	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	_____	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+2	_____	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+0
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+0
Poison/Disease (3 x Co):	+0
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 12 rounds
 Recovery Multiplier: x 1
 Body Development Progression:
0 • 6 • 4 • 2 • 1

PP Development Progression:

 Recover: _____ hits/hour resting
 _____ hits/sleep cycle
 _____ PPs/hour resting
 _____ PPs/sleep cycle

Skill	COMMONLY USED SKILLS		Skill	COMMONLY USED SKILLS	
	Ranks	Bonus		Ranks	Bonus
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

Attack/Weapon	COMMONLY USED ATTACKS				Ranges
	Ranks	Bonus	F	Str	
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

TRAINING PACKAGES:		
Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Item	COMMONLY USED EQUIPMENT		
	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
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Character Name: _____

MAN, HIGH

Experience Points

Level: _____

Player: _____

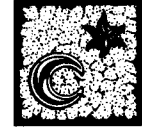
Campaign (GM): _____

Race: HIGH MAN
 Profession: _____
 Realm: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	-2	___	<input type="checkbox"/>
Constitution	___	___	___	+4	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	___	___	<input type="checkbox"/>
Self Discipline	___	___	___	___	___	<input type="checkbox"/>
Empathy	___	___	___	___	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	+4	___	<input type="checkbox"/>
Quickness	___	___	___	-2	___	<input type="checkbox"/>
Strength	___	___	___	+4	___	<input type="checkbox"/>

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____



RESISTANCE ROLLS:

	Base
Channeling (3 x In):	-5
Essence (3 x Em):	-5
Mentalism (3 x Pr):	-5
Chan/Ess (In + Em):	-10
Chan/Ment (In + Pr):	-10
Ess/Ment (Em + Pr):	-10
Arcane (Em + In + Pr):	-15
Poison/Disease (3 x Co):	+0
Fear (3 x SD):	+0

COMMONLY USED SKILLS

Skill	Ranks		Skill	Ranks	
	Bonus			Bonus	
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

RACE/STAT FIXED INFO:
 Soul Departure: 10 rounds
 Recovery Multiplier: x 0.75
 Body Development Progression:
0 • 7 • 5 • 3 • 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

COMMONLY USED ATTACKS

Attack/Weapon	Ranks		F	Str	B#	Ranges
	Bonus					
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____
_____	_____	___	_____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Hits: _____
 Exhaustion Points: _____
 Power Points: _____

Character Record Sheet T-6.1

Character Name: _____

MAN, MIXED

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: MIXED MAN
 Profession: _____
 Realm: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	_____	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+2	_____	<input type="checkbox"/>
Memory	_____	_____	_____	_____	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	_____	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	+2	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	+2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	_____	_____	<input type="checkbox"/>
Presence	_____	_____	_____	+2	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	_____	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+2	_____	<input type="checkbox"/>

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

RESISTANCE ROLLS:	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+0
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+0
Poison/Disease (3 x Co):	+0
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 11 rounds
 Recovery Multiplier: x 0.9
 Body Development Progression:
0·6·5·2·1
 PP Development Progression:

Recover: _____ hits/hour resting
 _____ hits/sleep cycle
 _____ PPs/hour resting
 _____ PPs/sleep cycle

ROLE TRAITS:

Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____

Motivations: _____

 Alignment: _____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
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Character Name: _____

ORC, COMMON

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: _____ **COMMON ORC**
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	_____	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+2	_____	<input type="checkbox"/>
Memory	_____	_____	_____	-4	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	-2	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	-4	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	-2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	-4	_____	<input type="checkbox"/>
Presence	_____	_____	_____	-2	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	_____	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+2	_____	<input type="checkbox"/>



RESISTANCE ROLLS:

	Base
Channeling (3 x In): _____	+0
Essence (3 x Em): _____	+0
Mentalism (3 x Pr): _____	+0
Chan/Ess (In + Em): _____	+0
Chan/Ment (In + Pr): _____	+0
Ess/Ment (Em + Pr): _____	+0
Arcane (Em + In + Pr): _____	+0
Poison/Disease (3 x Co): _____	+0/+5
Fear (3 x SD): _____	+0

RACE/STAT FIXED INFO:
 Soul Departure: 1 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0.6.3.2.1
 PP Development Progression:

Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
-------------	--------------------------	---------------------

Character Record Sheet T-6.1

Character Name: _____

ORC, GREATER / VARD

Experience Points _____

Level: _____

Player: _____

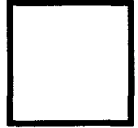
Campaign (GM): _____

Race: GREATER ORC
 Profession: _____
 Realm: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	_____	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+4	_____	<input type="checkbox"/>
Memory	_____	_____	_____	-2	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	-2	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	-2	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	-2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	-2	_____	<input type="checkbox"/>
Presence	_____	_____	_____	-2	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	_____	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+4	_____	<input type="checkbox"/>

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____



RESISTANCE ROLLS:

	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+0
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+0
Poison/Disease (3 x Co):	+5/+10
Fear (3 x SD):	+0

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

RACE/STAT FIXED INFO:
 Soul Departure: 1 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 7 • 3 • 2 • 1
 PP Development Progression:

 Recover: _____ hits/hour resting
 _____ hits/sleep cycle
 _____ PPs/hour resting
 _____ PPs/sleep cycle

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
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Character Record Sheet T-6.1

Character Name: _____

ORC, GREY

Experience Points _____

Level: _____

Player: _____

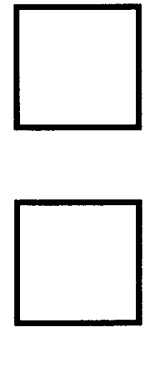
Campaign (GM): _____

Race: GREY ORC
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	_____	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+4	_____	<input type="checkbox"/>
Memory	_____	_____	_____	+2	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	_____	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	-1	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	+2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	+2	_____	<input type="checkbox"/>
Presence	_____	_____	_____	_____	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	_____	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+1	_____	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	+0
Essence (3 x Em):	+40
Mentalism (3 x Pr):	+40
Chan/Ess (In + Em):	+40
Chan/Ment (In + Pr):	+40
Ess/Ment (Em + Pr):	+80
Arcane (Em + In + Pr):	+80
Poison/Disease (3 x Co):	+20/+15
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 1 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0.6.3.2.1
 PP Development Progression:

Recover: _____ hits/hour resting
 _____ hits/sleep cycle
 _____ PPs/hour resting
 _____ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

TRAINING PACKAGES:		
Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS						
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
-------------	--------------------------	---------------------

Character Record Sheet T-6.1

Character Name: _____

ORC, SCRUG

Experience Points _____

Level: _____

Player: _____

Campaign (GM): _____

Race: _____ **SCRUG ORC**
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	_____	_____	_____	-2	_____	<input type="checkbox"/>
Constitution	_____	_____	_____	+4	_____	<input type="checkbox"/>
Memory	_____	_____	_____	-4	_____	<input type="checkbox"/>
Reasoning	_____	_____	_____	-4	_____	<input type="checkbox"/>
Self Discipline	_____	_____	_____	-4	_____	<input type="checkbox"/>
Empathy	_____	_____	_____	-2	_____	<input type="checkbox"/>
Intuition	_____	_____	_____	-2	_____	<input type="checkbox"/>
Presence	_____	_____	_____	-2	_____	<input type="checkbox"/>
Quickness	_____	_____	_____	_____	_____	<input type="checkbox"/>
Strength	_____	_____	_____	+8	_____	<input type="checkbox"/>

RESISTANCE ROLLS:

Channeling (3 x In):	Base +0
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+0
Chan/Ment (In + Pr):	+0
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+0
Poison/Disease (3 x Co):	+5/+10
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 1 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 • 6 • 3 • 2 • 1
 PP Development Progression:

Recover: _____ hits/hour resting
 _____ hits/sleep cycle
 _____ PPs/hour resting
 _____ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

TRAINING PACKAGES:

Cost	Package	Time
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMMONLY USED SKILLS

Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

COMMONLY USED ATTACKS

Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

COMMONLY USED EQUIPMENT

Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____

Exhaustion Points: _____

Power Points: _____

Character Record Sheet T-6.1

Character Name: _____

TROGLODYTE

Experience Points _____

Level: _____

Player: _____

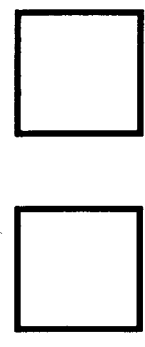
Campaign (GM): _____

Race: TROGLODYTE
 Profession: _____
 Realm: _____

Armor Type: _____
 MMP: _____
 Weight Penalty: _____
 Missile Penalty: _____

Quickness Penalty: _____
 Quickness Bonus: _____
 Adrenal Defense: _____
 Shield Bonus: _____
 Magic (Spells, Items, etc.): _____
 Total DB: _____

STAT	Temp	Pot	Basic Bonus	Racial Bonus	Special Bonus	Stat Bonus
Agility	___	___	___	___	___	<input type="checkbox"/>
Constitution	___	___	___	+4	___	<input type="checkbox"/>
Memory	___	___	___	___	___	<input type="checkbox"/>
Reasoning	___	___	___	-2	___	<input type="checkbox"/>
Self Discipline	___	___	___	___	___	<input type="checkbox"/>
Empathy	___	___	___	-4	___	<input type="checkbox"/>
Intuition	___	___	___	___	___	<input type="checkbox"/>
Presence	___	___	___	-2	___	<input type="checkbox"/>
Quickness	___	___	___	+2	___	<input type="checkbox"/>
Strength	___	___	___	+4	___	<input type="checkbox"/>



RESISTANCE ROLLS:	Base
Channeling (3 x In):	+10
Essence (3 x Em):	+0
Mentalism (3 x Pr):	+0
Chan/Ess (In + Em):	+10
Chan/Ment (In + Pr):	+10
Ess/Ment (Em + Pr):	+0
Arcane (Em + In + Pr):	+10
Poison/Disease (3 x Co):	+20
Fear (3 x SD):	+0

RACE/STAT FIXED INFO:
 Soul Departure: 12 rounds
 Recovery Multiplier: x 0.5
 Body Development Progression:
0 · 7 · 3 · 2 · 1
 PP Development Progression:

 Recover: ___ hits/hour resting
 ___ hits/sleep cycle
 ___ PPs/hour resting
 ___ PPs/sleep cycle

ROLE TRAITS:
 Appearance: _____
 Sex: _____ Skin: _____
 Apparent Age: _____ Actual Age: _____
 Height: _____ Weight: _____
 Hair: _____ Eyes: _____
 Personality: _____
 Motivations: _____
 Alignment: _____

TRAINING PACKAGES:	Cost	Package	Time
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

COMMONLY USED SKILLS					
Skill	Ranks	Bonus	Skill	Ranks	Bonus
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___
_____	___	___	_____	___	___

COMMONLY USED ATTACKS						
Attack/Weapon	Ranks	Bonus	F	Str	B#	Ranges
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___
_____	___	___	___	___	___	___

COMMONLY USED EQUIPMENT			
Item	Location	Weight	Description
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Hits: _____	Exhaustion Points: _____	Power Points: _____
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Cha. Alchemist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY Profession Bonus: _____
 St+Ag+St Stat Bonus: _____
 Rank Cost: 11 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT Profession Bonus: _____
 Ag+St+Ag Stat Bonus: _____
 Rank Cost: 2/2/2 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM Profession Bonus: _____
 St+Ag+St Stat Bonus: _____
 Rank Cost: 10 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE Profession Bonus: _____
 Pr+Em+Ag Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play _____	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE Profession Bonus: _____
 Em+In+Pr Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN Profession Bonus: _____
 St+Co+Ag Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE Profession Bonus: _____
 Co+Ag+St Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS Profession Bonus: _____
 Ag+Qu+Ag Stat Bonus: _____
 Rank Cost: 6 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS Profession Bonus: _____
 In+SD+In Stat Bonus: _____
 Rank Cost: 6 # Ranks: _____ Rank Bonus: _____
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING Profession Bonus: _____
 In+Re+SD Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: na Rank Bonus: na
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES Profession Bonus: _____
 In+SD+In Stat Bonus: _____
 Rank Cost: 3/7 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT Profession Bonus: _____
 Co+SD+Co Stat Bonus: _____
 Rank Cost: 10 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: _____
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Cha. Alchemist Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS
 Rank Cost: 10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL
 Rank Cost: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS
 Rank Cost: 2/2/2
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL
 Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS
 Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: +15
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE
 Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL
 Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE
 Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING
 Rank Cost: 6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Cha. Alchemist Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Rank Cost: 6
 Category Progression: Standard
 Skill Progression: Standard

Ag+St+Ag # Ranks: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Em+Ag+Em # Ranks: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 2/7
 Category Progression: Standard
 Skill Progression: Standard

SD+In+Me # Ranks: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

Em+In+Pr # Ranks: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Em+In+Pr # Ranks: na
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	E	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 4
 Category Progression: na
 Skill Progression: see Table T-1.1

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Rank Cost: 1/4
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+Re # Ranks: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 6/14
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Re+Me+Re # Ranks: na
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 5
 Category Progression: Standard
 Skill Progression: Standard

SD+Pr+SD # Ranks: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	E	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

St+Ag+SD # Ranks: na
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 40
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: na
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 15
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+In # Ranks: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Cha. Alchemist Category/Skill Record Sheet (part IV)

Character: _____ **Level:** _____

SUBTERFUGE • MECHANICS Profession Bonus: _____
 Rank Cost: 3/7 In+Ag+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN CHANNELING LISTS Profession Bonus: +5
 Rank Cost: 4/4/4 In Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Barrier Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Concussion's Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light's Way	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lofty Movements	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature's Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Purifications	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sound's Way	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH Profession Bonus: _____
 Rank Cost: 7 Ag+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED CHANNELING LISTS Profession Bonus: +5
 Rank Cost: 4/4/4 In Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blood Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bone Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Calm Spirits	_____	_____	Bonuses: _____	_____	_____	_____	_____
Creations	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locating Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Muscle Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nerve Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Organ Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbolic Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL Profession Bonus: _____
 Rank Cost: 3/7 Re+Me+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS Profession Bonus: +5
 Rank Cost: 3/3/3 In Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL Profession Bonus: _____
 Rank Cost: 8 Re+Me+In Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER CHANNELING BASE LISTS Profession Bonus: +5
 Rank Cost: 8/8 In Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL Profession Bonus: _____
 Rank Cost: 5/12 Me+In+Re Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER REALM OPEN LISTS Profession Bonus: +5
 Rank Cost: 10/10 In Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN Profession Bonus: _____
 Rank Cost: 3 In+Pr+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1 Profession Bonus: +5
 Rank Cost: 6 # Ranks: _____ Stat Bonus: _____
 Category Progression: Standard Rank Bonus: _____
 Skill Progression: Standard Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ess. Alchemist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY
 Rank Cost: 5/5/5
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT
 Rank Cost: 2/2/2
 Category Progression: Standard
 Skill Progression: Standard

Ag+St+Ag # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM
 Rank Cost: 4/4/4
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE
 Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

Pr+Em+Ag # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE
 Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

Em+In+Pr # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

St+Co+Ag # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Co+Ag+St # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS
 Rank Cost: 6
 Category Progression: Standard
 Skill Progression: Standard

Ag+Qu+Ag # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS
 Rank Cost: 6
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

In+SD+In # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

In+Re+SD # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES
 Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

In+SD+In # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	E	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT
 Rank Cost: 15
 Category Progression: na
 Skill Progression: see Table T-1.1

Co+SD+Co # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ess. Alchemist Category/Skill Record Sheet (part II)

COMBAT MANEUVERS

Rank Cost: 18
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ag+Qu+SD Profession Bonus: _____
Ranks: na Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting		R					
Mounted Combat							
Quickdraw							
Reverse Stroke							
Subdual							
Swashbuckling							
Tumbling Evasion		R					
Two-weap. Combat							

COMMUNICATIONS

Rank Cost: 2/2/2
Category Progression: Standard
Skill Progression: Standard

Re+Me+Em Profession Bonus: _____
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language							
Language							
Language							
Language							
Language							
Language							
Language							
Language							
Lip Reading							
Magic Language		R					
Signaling							

CRAFTS

Rank Cost: 4/10
Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Ag+Me+SD Profession Bonus: +15
Ranks: na Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
		O					
		O					
		O					
		O					
		O					
		O					
		O					

DIRECTED SPELLS

Rank Cost: 3
Category Progression: Standard
Skill Progression: Standard

Ag+SD+Ag Profession Bonus: _____
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.

INFLUENCE

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Pr+Em+In Profession Bonus: _____
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery							
Diplomacy							
Duping							
Interrogation							
Leadership							
Propaganda							
Public Speaking							
Seduction							
Trading							

LORE • GENERAL

Rank Cost: 1/3
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me Profession Bonus: _____
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture							
Culture							
Culture							
Fauna Lore							
Flora Lore							
Heraldry							
History							
History							
History							
Philosophy							
Region							
Region							
Region							
Religion							

LORE • MAGICAL

Rank Cost: 1/4
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me Profession Bonus: +5
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore		+5					
Circle Lore							
Planar Lore							
Spell Lore							
Symbol Lore							
Undead Lore							
Warding Lore							

LORE • OBSCURE

Rank Cost: 3/7
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me Profession Bonus: +5
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore							
Dragon Lore							
Faerie Lore							
Xeno							
Xeno							

LORE • TECHNICAL

Rank Cost: 2/6
Category Progression: Standard
Skill Progression: Standard

Me+Re+Me Profession Bonus: +5
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore							
Lock Lore							
Metal Lore							
Poison Lore							
Stone Lore							
Trading Lore							

MARTIAL ARTS • STRIKING

Rank Cost: 9
Category Progression: Standard
Skill Progression: Standard

St+Ag+St Profession Bonus: _____
Ranks: _____ Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing							
Striking Degree 1							
Striking Degree 2							
Striking Degree 3							
Striking Degree 4							
Tackling							

Ess. Alchemist Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS

Rank Cost: 9

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: 3

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: 3

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: 1/4

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Rank Cost: 4/10

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	R	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

Rank Cost: 4

Category Progression: na
Skill Progression: see Table T-1.1

Profession Bonus: +5
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Rank Cost: 1/3

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: 3/7

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

Rank Cost: 6

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	E	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: 15

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: 40

Category Progression: 0 • 0 • 0 • 0 • 0
Skill Progression: Combined

Profession Bonus: _____
Stat Bonus: na
Rank Bonus: na
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Rank Cost: 15

Category Progression: Standard
Skill Progression: Standard

Profession Bonus: _____
Stat Bonus: _____
Rank Bonus: _____
Special Bonus: _____
Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Ess. Alchemist Category/Skill Record Sheet (part IV)

Character: _____ **Level:** _____

SUBTERFUGE • MECHANICS
 Rank Cost: 7
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

OPEN ESSENCE LISTS
 Rank Cost: 4/4/4
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Delving Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Detecting Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Elemental Shields	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Essence Hand	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Essence's Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Lesser Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Physical Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Rune Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Spell Wall	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Unbarring Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

SUBTERFUGE • STEALTH
 Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

CLOSED ESSENCE LISTS
 Rank Cost: 4/4/4
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Dispelling Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Gate Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Invisible Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Living Change	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Lofty Bridge	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Rapid Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Shield Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Spell Enhancement	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Spell Reins	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Spirit Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL
 Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

BASE LISTS
 Rank Cost: 3/3/3
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL
 Rank Cost: 8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

OTHER ESSENCE BASE LISTS
 Rank Cost: 8/8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL
 Rank Cost: 3/7
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

OTHER REALM OPEN LISTS
 Rank Cost: 10/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

URBAN
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

WEAPON CATEGORY I
 Rank Cost: 4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Bonuses:	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____	_____

Men. Alchemist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY
 Profession Bonus: _____
 St+Ag+St Stat Bonus: _____
 Rank Cost: 5/5/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT
 Profession Bonus: _____
 Ag+St+Ag Stat Bonus: _____
 Rank Cost: 2/2/2 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM
 Profession Bonus: _____
 St+Ag+St Stat Bonus: _____
 Rank Cost: 4/4/4 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE
 Profession Bonus: _____
 Pr+Em+Ag Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play _____	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE
 Profession Bonus: _____
 Em+In+Pr Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN
 Profession Bonus: _____
 St+Co+Ag Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE
 Profession Bonus: _____
 Co+Ag+St Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS
 Profession Bonus: _____
 Ag+Qu+Ag Stat Bonus: _____
 Rank Cost: 3/9 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS
 Profession Bonus: _____
 In+SD+In Stat Bonus: _____
 Rank Cost: 5 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING
 Profession Bonus: _____
 In+Re+SD Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	E	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES
 Profession Bonus: _____
 In+SD+In Stat Bonus: _____
 Rank Cost: 3/7 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	E	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT
 Profession Bonus: +5
 Co+SD+Co Stat Bonus: _____
 Rank Cost: 12 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: _____
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Men. Alchemist Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Ag+Qu+SD Profession Bonus: _____
 Rank Cost: 14 Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Me+Re+Me Profession Bonus: _____
 Rank Cost: 1/3 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Re+Me+Em Profession Bonus: _____
 Rank Cost: 2/2/2 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Me+Re+Me Profession Bonus: +5
 Rank Cost: 2/4 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Ag+Me+SD Profession Bonus: +15
 Rank Cost: 4/10 Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____
_____	_____	O	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Me+Re+Me Profession Bonus: +5
 Rank Cost: 3/7 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Ag+SD+Ag Profession Bonus: _____
 Rank Cost: 2/7 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Me+Re+Me Profession Bonus: _____
 Rank Cost: 2/6 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Pr+Em+In Profession Bonus: _____
 Rank Cost: 2/6 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

St+Ag+St Profession Bonus: _____
 Rank Cost: 3 Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Men. Alchemist Category/Skill Record Sheet (part III)

Character: _____

Level: _____

MARTIAL ARTS • SWEEPS

Ag+St+Ag Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	_____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	_____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	_____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	_____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	_____	_____	_____	_____	_____
Wrestling	_____	_____	_____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Re+Me+Re Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 1/4 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	_____	_____	_____	_____	_____
Research	_____	_____	_____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Em+Ag+Em Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	_____	_____	_____	_____	_____
Animal Healing	_____	_____	_____	_____	_____	_____	_____
Animal Mastery	_____	R	_____	_____	_____	_____	_____
Animal Training	_____	_____	_____	_____	_____	_____	_____
Herding	_____	_____	_____	_____	_____	_____	_____
Riding	_____	_____	_____	_____	_____	_____	_____
Driving	_____	_____	_____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Re+Me+Re Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 6/14 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

SD+In+Me Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	_____	_____	_____	_____	_____
Foraging	_____	_____	_____	_____	_____	_____	_____
Hunting	_____	_____	_____	_____	_____	_____	_____
Star-gazing	_____	_____	_____	_____	_____	_____	_____
Survival	_____	_____	_____	_____	_____	_____	_____
Weather Watching	_____	_____	_____	_____	_____	_____	_____

SELF CONTROL

SD+Pr+SD Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 3/9 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	_____	_____	_____	_____	_____
Adr. Concentration	_____	_____	_____	_____	_____	_____	_____
Adr. Landing	_____	_____	_____	_____	_____	_____	_____
Adr. Leaping	_____	_____	_____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	_____	_____	_____	_____	_____
Adr. Speed	_____	_____	_____	_____	_____	_____	_____
Adr. Stabilization	_____	R	_____	_____	_____	_____	_____
Adr. Strength	_____	_____	_____	_____	_____	_____	_____
Cleansing Trance	_____	R	_____	_____	_____	_____	_____
Control Lycanth.	_____	R	_____	_____	_____	_____	_____
Death Trance	_____	R	_____	_____	_____	_____	_____
Frenzy	_____	_____	_____	_____	_____	_____	_____
Healing Trance	_____	_____	_____	_____	_____	_____	_____
Meditation	_____	E	_____	_____	_____	_____	_____
Mnemonics	_____	_____	_____	_____	_____	_____	_____
Sleep Trance	_____	_____	_____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	_____	_____	_____	_____	_____

POWER AWARENESS

Em+In+Pr Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	_____	_____	_____	_____	_____
Divination	_____	_____	_____	_____	_____	_____	_____
Power Perception	_____	R	_____	_____	_____	_____	_____
Read Runes	_____	_____	_____	_____	_____	_____	_____

SPECIAL ATTACKS

St+Ag+SD Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 12 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	_____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	_____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	_____	_____	_____	_____	_____
Jousting	_____	_____	_____	_____	_____	_____	_____

POWER MANIPULATION

Em+In+Pr Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 4/10 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channelling	_____	R	_____	_____	_____	_____	_____
Magic Ritual	_____	E	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____
Transcend Armor	_____	R	_____	_____	_____	_____	_____

SPECIAL DEFENSES

none Profession Bonus: _____
 Stat Bonus: na
 Rank Cost: 25 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	_____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	_____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

_____ Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 4 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: _____
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	_____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Ag+SD+In Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 15 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	_____	_____	_____	_____	_____
Silent Attack	_____	_____	_____	_____	_____	_____	_____

Men. Alchemist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Profession Bonus: _____

In+Ag+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN MENTALISM LISTS

Profession Bonus: +5

Pr Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Rank Cost: 4/4/4 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Anticipations	_____	_____	Bonuses: _____	_____	_____	_____	_____
Attack Avoidance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Brilliance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cloaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Damage Resistance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Delving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detections	_____	_____	Bonuses: _____	_____	_____	_____	_____
Illusions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Self Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Resistance	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Profession Bonus: _____

Ag+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED MENTALISM LISTS

Profession Bonus: +5

Pr Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Rank Cost: 4/4/4 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Gas Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Liquid Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind's Door	_____	_____	Bonuses: _____	_____	_____	_____	_____
Movement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Solid Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Telekinesis	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____

Re+Me+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Profession Bonus: +5

Pr Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Rank Cost: 3/3/3 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____

Re+Me+In Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Rank Cost: 8 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER MENTALISM BASE LISTS

Profession Bonus: +5

Pr Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Rank Cost: 8/8 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____

Me+In+Re Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Rank Cost: 5/12 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER REALM OPEN LISTS

Profession Bonus: +5

Pr Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Rank Cost: 10/10 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Profession Bonus: _____

In+Pr+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Rank Cost: 3 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Profession Bonus: _____

Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Rank Cost: 5 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Arcanist Category/Skill Record Sheet (part I)

Character:

Level:

ARMOR • HEAVY

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 11 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • LIGHT

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 9 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARMOR • MEDIUM

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 10 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • ACTIVE

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Play	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____

ARTISTIC • PASSIVE

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • BRAWN

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 7 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • ENDURANCE

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____

ATHLETIC • GYMNASTICS

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • PERCEPTIONS

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 4 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SEARCHING

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 2 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____

AWARENESS • SENSES

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 1/4 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reality Awareness	_____	E	Bonuses: _____	_____	_____	_____	_____
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spatial Loc. Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____

BODY DEVELOPMENT

Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 16 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: _____
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Arcanist Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 18
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Ag+Qu+SD Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting		R					
Mounted Combat							
Quickdraw							
Reverse Stroke							
Subdual							
Swashbuckling							
Tumbling Evasion		R					
Two-weap. Combat							

COMMUNICATIONS

Rank Cost: 2/2/2
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Re+Me+Em Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Language							
Language							
Language							
Language							
Language							
Language							
Language							
Language							
Lip Reading							
Magic Language		R					
Signaling							

CRAFTS

Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Ag+Me+SD Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.

DIRECTED SPELLS

Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Ag+SD+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.

INFLUENCE

Rank Cost: 2/5
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Pr+Em+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Bribery							
Diplomacy							
Duping							
Interrogation							
Leadership							
Propaganda							
Public Speaking							
Seduction							
Trading							

LORE • GENERAL

Rank Cost: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Culture							
Culture							
Culture							
Fauna Lore							
Flora Lore							
Heraldry							
History							
History							
History							
Philosophy							
Region							
Region							
Region							
Religion							

LORE • MAGICAL

Rank Cost: 1/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +10
 Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore							
Circle Lore							
Planar Lore							
Spell Lore							
Symbol Lore							
Undead Lore							
Warding Lore							

LORE • OBSCURE

Rank Cost: 3/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore							
Dragon Lore							
Faerie Lore							
Xeno							
Xeno							

LORE • TECHNICAL

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Me+Re+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Herb Lore							
Lock Lore							
Metal Lore							
Poison Lore							
Stone Lore							
Trading Lore							

MARTIAL ARTS • STRIKING

Rank Cost: 9
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 St+Ag+St Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class	Rank	Item	Cat.	Spec.	Tot.
Boxing							
Striking Degree 1							
Striking Degree 2							
Striking Degree 3							
Striking Degree 4							
Tackling							

Arcanist Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS
 Rank Cost: 9
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Ag+St+Ag Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Em+Ag+Em Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 SD+In+Me Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS
 Rank Cost: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +15
 Em+In+Pr Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION
 Rank Cost: 3/9
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: +10
 Em+In+Pr Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT
 Rank Cost: 4
 Category Progression: na
 Skill Progression: see Table T-1.1

Profession Bonus: +5
 Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

Character: _____ Level: _____
SCIENCE/ANALYTIC • BASIC
 Rank Cost: 1/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Re+Me+Re Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED
 Rank Cost: 6/12
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: +5
 Re+Me+Re Stat Bonus: na
 # Ranks: na Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL
 Rank Cost: 5
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 SD+Pr+SD Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	E	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS
 Rank Cost: 18
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 St+Ag+SD Stat Bonus: _____
 # Ranks: na Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES
 Rank Cost: 40
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 none Stat Bonus: na
 # Ranks: na Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK
 Rank Cost: 16
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Ag+SD+In Stat Bonus: _____
 # Ranks: _____ Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Arcanist Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 7
 Category Progression: Standard
 Skill Progression: Standard

In+Ag+Re
 # Ranks: _____
 Total Category Bonus: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN ARCANE LISTS

Rank Cost: 4/4/4
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Total Category Bonus: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: 5
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+In
 # Ranks: _____
 Total Category Bonus: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ARCANE LISTS

Rank Cost: 4/4/4
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Total Category Bonus: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+SD
 # Ranks: _____
 Total Category Bonus: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Rank Cost: 3/3/3
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Total Category Bonus: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Mana Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Focus	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power's Master	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Shaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Void Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wards	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Re+Me+In
 # Ranks: na
 Total Category Bonus: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER ARCANE BASE LISTS

Rank Cost: 8/8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Total Category Bonus: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Me+In+Re
 # Ranks: na
 Total Category Bonus: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER REALM OPEN LISTS

Rank Cost: 5/5
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Total Category Bonus: _____

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Rank Cost: 4
 Category Progression: Standard
 Skill Progression: Standard

In+Pr+Re
 # Ranks: _____
 Total Category Bonus: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 9
 Category Progression: Standard
 Skill Progression: Standard

Ranks: _____
 Total Category Bonus: _____

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Wizard Category/Skill Record Sheet (part I)										Character:		Level:				
ARMOR • HEAVY			St+Ag+St		Profession Bonus: _____					ATHLETIC • GYMNASTICS			Ag+Qu+Ag		Profession Bonus: _____	
Rank Cost: 11			# Ranks: _____		Stat Bonus: _____		Rank Bonus: _____			Rank Cost: 3			# Ranks: _____		Stat Bonus: _____	
Category Progression: Standard					Special Bonus: _____		Special Bonus: _____			Category Progression: Standard					Special Bonus: _____	
Skill Progression: Standard					Total Category Bonus: _____		Total Category Bonus: _____			Skill Progression: Standard					Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____	Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____	
ARMOR • LIGHT			Ag+St+Ag		Profession Bonus: _____					ATHLETIC • GYMNASTICS			Ag+Qu+Ag		Profession Bonus: _____	
Rank Cost: 9			# Ranks: _____		Stat Bonus: _____		Rank Bonus: _____			Rank Cost: 3			# Ranks: _____		Stat Bonus: _____	
Category Progression: Standard					Special Bonus: _____		Special Bonus: _____			Category Progression: Standard					Special Bonus: _____	
Skill Progression: Standard					Total Category Bonus: _____		Total Category Bonus: _____			Skill Progression: Standard					Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____	Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____	Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____	
ARMOR • MEDIUM			St+Ag+St		Profession Bonus: _____					ATHLETIC • GYMNASTICS			Ag+Qu+Ag		Profession Bonus: _____	
Rank Cost: 10			# Ranks: _____		Stat Bonus: _____		Rank Bonus: _____			Rank Cost: 3			# Ranks: _____		Stat Bonus: _____	
Category Progression: Standard					Special Bonus: _____		Special Bonus: _____			Category Progression: Standard					Special Bonus: _____	
Skill Progression: Standard					Total Category Bonus: _____		Total Category Bonus: _____			Skill Progression: Standard					Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____	Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____	
ARTISTIC • ACTIVE			Pr+Em+Ag		Profession Bonus: _____					AWARENESS • PERCEPTIONS			In+SD+In		Profession Bonus: _____	
Rank Cost: 2/5			# Ranks: _____		Stat Bonus: _____		Rank Bonus: _____			Rank Cost: 4			# Ranks: na		Stat Bonus: _____	
Category Progression: Standard					Special Bonus: _____		Special Bonus: _____			Category Progression: 0 • 0 • 0 • 0 • 0					Special Bonus: _____	
Skill Progression: Standard					Total Category Bonus: _____		Total Category Bonus: _____			Skill Progression: 0 • 1 • 1 • 0.5 • 0					Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____	Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____	Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____	
ARTISTIC • PASSIVE			Em+In+Pr		Profession Bonus: _____					AWARENESS • SEARCHING			In+Re+SD		Profession Bonus: _____	
Rank Cost: 2/5			# Ranks: _____		Stat Bonus: _____		Rank Bonus: _____			Rank Cost: 2			# Ranks: _____		Stat Bonus: _____	
Category Progression: Standard					Special Bonus: _____		Special Bonus: _____			Category Progression: Standard					Special Bonus: _____	
Skill Progression: Standard					Total Category Bonus: _____		Total Category Bonus: _____			Skill Progression: Standard					Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____	Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____	Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____	Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____	Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____	
ATHLETIC • BRAWN			St+Co+Ag		Profession Bonus: _____					AWARENESS • SENSES			In+SD+In		Profession Bonus: _____	
Rank Cost: 7			# Ranks: _____		Stat Bonus: _____		Rank Bonus: _____			Rank Cost: 1/4			# Ranks: _____		Stat Bonus: _____	
Category Progression: Standard					Special Bonus: _____		Special Bonus: _____			Category Progression: Standard					Special Bonus: _____	
Skill Progression: Standard					Total Category Bonus: _____		Total Category Bonus: _____			Skill Progression: Standard					Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____	Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____	Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____	
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____	Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____	Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____	Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____	
ATHLETIC • ENDURANCE			Co+Ag+St		Profession Bonus: _____					BODY DEVELOPMENT			Co+SD+Co		Profession Bonus: _____	
Rank Cost: 3			# Ranks: _____		Stat Bonus: _____		Rank Bonus: _____			Rank Cost: 16			# Ranks: na		Stat Bonus: _____	
Category Progression: Standard					Special Bonus: _____		Special Bonus: _____			Category Progression: na					Special Bonus: _____	
Skill Progression: Standard					Total Category Bonus: _____		Total Category Bonus: _____			Skill Progression: see Table T-1.1					Total Category Bonus: _____	
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.	
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____	Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____	
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____									
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____									
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____									
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____									
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____									

Wizard Category/Skill Record Sheet (part II)

COMBAT MANEUVERS		Profession Bonus: _____	
Rank Cost: 18	Ag+Qu+SD	Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: _____ na	
Skill Progression: Combined		Special Bonus: _____	
		Total Category Bonus: _____	
Skill	# Ranks	Class.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____
Mounted Combat	_____		Bonuses: _____
Quickdraw	_____		Bonuses: _____
Reverse Stroke	_____		Bonuses: _____
Subdual	_____		Bonuses: _____
Swashbuckling	_____		Bonuses: _____
Tumbling Evasion	_____	R	Bonuses: _____
Two-weap. Combat	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____

COMMUNICATIONS		Profession Bonus: _____	
Rank Cost: 2/2/2	Re+Me+Em	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

Skill	# Ranks	Class.	Tot.
Language	_____		Bonuses: _____
Language	_____		Bonuses: _____
Language	_____		Bonuses: _____
Language	_____		Bonuses: _____
Language	_____		Bonuses: _____
Language	_____		Bonuses: _____
Language	_____		Bonuses: _____
Language	_____		Bonuses: _____
Lip Reading	_____		Bonuses: _____
Magic Language	_____	R	Bonuses: _____
Signaling	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____

CRAFTS		Profession Bonus: _____	
Rank Cost: 4/10	Ag+Me+SD	Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: _____ na	
Skill Progression: Combined		Special Bonus: _____	
		Total Category Bonus: _____	
Skill	# Ranks	Class.	Tot.
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____

DIRECTED SPELLS		Profession Bonus: _____	
Rank Cost: 3	Ag+SD+Ag	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	
Skill	# Ranks	Class.	Tot.
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____

INFLUENCE		Profession Bonus: _____	
Rank Cost: 2/5	Pr+Em+In	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

Skill	# Ranks	Class.	Tot.
Bribery	_____		Bonuses: _____
Diplomacy	_____		Bonuses: _____
Duping	_____		Bonuses: _____
Interrogation	_____		Bonuses: _____
Leadership	_____		Bonuses: _____
Propaganda	_____		Bonuses: _____
Public Speaking	_____		Bonuses: _____
Seduction	_____		Bonuses: _____
Trading	_____		Bonuses: _____
_____	_____		Bonuses: _____

Character:	Level:
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LORE • GENERAL		Profession Bonus: _____	
Rank Cost: 1/3	Me+Re+Me	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	
Skill	# Ranks	Class.	Tot.
Culture	_____		Bonuses: _____
Culture	_____		Bonuses: _____
Culture	_____		Bonuses: _____
Fauna Lore	_____		Bonuses: _____
Flora Lore	_____		Bonuses: _____
Heraldry	_____		Bonuses: _____
History	_____		Bonuses: _____
History	_____		Bonuses: _____
History	_____		Bonuses: _____
Philosophy	_____		Bonuses: _____
Region	_____		Bonuses: _____
Region	_____		Bonuses: _____
Region	_____		Bonuses: _____
Religion	_____		Bonuses: _____
_____	_____		Bonuses: _____
_____	_____		Bonuses: _____

LORE • MAGICAL		Profession Bonus: +10	
Rank Cost: 1/4	Me+Re+Me	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	
Skill	# Ranks	Class.	Tot.
Artifact Lore	_____		Bonuses: _____
Circle Lore	_____		Bonuses: _____
Planar Lore	_____		Bonuses: _____
Spell Lore	_____		Bonuses: _____
Symbol Lore	_____		Bonuses: _____
Undead Lore	_____		Bonuses: _____
Warding Lore	_____		Bonuses: _____
_____	_____		Bonuses: _____

LORE • OBSCURE		Profession Bonus: _____	
Rank Cost: 3/6	Me+Re+Me	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	
Skill	# Ranks	Class.	Tot.
Demon/Devil Lore	_____		Bonuses: _____
Dragon Lore	_____		Bonuses: _____
Faerie Lore	_____		Bonuses: _____
Xeno	_____		Bonuses: _____
Xeno	_____		Bonuses: _____
_____	_____		Bonuses: _____

LORE • TECHNICAL		Profession Bonus: _____	
Rank Cost: 2/6	Me+Re+Me	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	
Skill	# Ranks	Class.	Tot.
Herb Lore	_____		Bonuses: _____
Lock Lore	_____		Bonuses: _____
Metal Lore	_____		Bonuses: _____
Poison Lore	_____		Bonuses: _____
Stone Lore	_____		Bonuses: _____
Trading Lore	_____		Bonuses: _____
_____	_____		Bonuses: _____

MARTIAL ARTS • STRIKING		Profession Bonus: _____	
Rank Cost: 9	St+Ag+St	Stat Bonus: _____	
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____	
Skill Progression: Standard		Special Bonus: _____	
		Total Category Bonus: _____	

Skill	# Ranks	Class.	Tot.
Boxing	_____		Bonuses: _____
Striking Degree 1	_____		Bonuses: _____
Striking Degree 2	_____		Bonuses: _____
Striking Degree 3	_____		Bonuses: _____
Striking Degree 4	_____		Bonuses: _____
Tackling	_____		Bonuses: _____
_____	_____		Bonuses: _____

Wizard Category/Skill Record Sheet (part III)

Character: _____ Level: _____

MARTIAL ARTS • SWEEPS

Ag+St+Ag Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 9 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC

Re+Me+Re Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 1/4 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL

Em+Ag+Em Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED

Re+Me+Re Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 6/12 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

SD+In+Me Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL

SD+Pr+SD Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS

Em+In+Pr Profession Bonus: +10
 Stat Bonus: _____
 Rank Cost: 1/3 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	R	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS

St+Ag+SD Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 18 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION

Em+In+Pr Profession Bonus: +15
 Stat Bonus: _____
 Rank Cost: 3/7 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	E	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES

none Profession Bonus: _____
 Stat Bonus: na
 Rank Cost: 40 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0
 Skill Progression: Combined Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT

_____ Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 4 # Ranks: na Rank Bonus: na
 Category Progression: na Special Bonus: _____
 Skill Progression: see Table T-1.1 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK

Ag+SD+In Profession Bonus: _____
 Stat Bonus: _____
 Rank Cost: 16 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Wizard Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 7
 Category Progression: Standard
 Skill Progression: Standard

In+Ag+Re
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN ARCANE LISTS

Rank Cost: 4/4/4
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: 5
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+In
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ARCANE LISTS

Rank Cost: 4/4/4
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+SD
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Rank Cost: 3/3/3
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Faith Breaker	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mind Breaker	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Bane	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Coordination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Hand	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Re+Me+In
 # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER ARCANE BASE LISTS

Rank Cost: 8/8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Me+In+Re
 # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

OTHER REALM OPEN LISTS

Rank Cost: 5/5
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr
 # Ranks: na
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Rank Cost: 4
 Category Progression: Standard
 Skill Progression: Standard

In+Pr+Re
 # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 9
 Category Progression: Standard
 Skill Progression: Standard

Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Chaotic Category/Skill Record Sheet (part I)									
ARMOR • HEAVY					Profession Bonus: _____				
Rank Cost: 8/8/8					Stat Bonus: _____				
Category Progression: Standard					Rank Bonus: _____				
Skill Progression: Standard					Special Bonus: _____				
					Total Category Bonus: _____				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Plate	_____	_____	Bonuses: _____	_____	_____	_____	_____		
ARMOR • LIGHT					Profession Bonus: _____				
Rank Cost: 6/6/6					Stat Bonus: _____				
Category Progression: Standard					Rank Bonus: _____				
Skill Progression: Standard					Special Bonus: _____				
					Total Category Bonus: _____				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Rigid Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Soft Leather	_____	_____	Bonuses: _____	_____	_____	_____	_____		
ARMOR • MEDIUM					Profession Bonus: _____				
Rank Cost: 7/7/7					Stat Bonus: _____				
Category Progression: Standard					Rank Bonus: _____				
Skill Progression: Standard					Special Bonus: _____				
					Total Category Bonus: _____				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Chain	_____	_____	Bonuses: _____	_____	_____	_____	_____		
ARTISTIC • ACTIVE					Profession Bonus: _____				
Rank Cost: 2/5					Stat Bonus: _____				
Category Progression: Standard					Rank Bonus: _____				
Skill Progression: Standard					Special Bonus: _____				
					Total Category Bonus: _____				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Acting	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Dancing	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Mimery	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Mimicry	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Play	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Poetic Improv.	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Singing	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Tale Telling	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Ventriloquism	_____	_____	Bonuses: _____	_____	_____	_____	_____		
ARTISTIC • PASSIVE					Profession Bonus: _____				
Rank Cost: 2/5					Stat Bonus: _____				
Category Progression: Standard					Rank Bonus: _____				
Skill Progression: Standard					Special Bonus: _____				
					Total Category Bonus: _____				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Music	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Painting	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Poetry	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Sculpting	_____	_____	Bonuses: _____	_____	_____	_____	_____		
ATHLETIC • BRAWN					Profession Bonus: _____				
Rank Cost: 3/6					Stat Bonus: _____				
Category Progression: Standard					Rank Bonus: _____				
Skill Progression: Standard					Special Bonus: _____				
					Total Category Bonus: _____				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Jumping	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Power-striking	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Power-throwing	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Weight-lifting	_____	_____	Bonuses: _____	_____	_____	_____	_____		
ATHLETIC • ENDURANCE					Profession Bonus: _____				
Rank Cost: 2/6					Stat Bonus: _____				
Category Progression: Standard					Rank Bonus: _____				
Skill Progression: Standard					Special Bonus: _____				
					Total Category Bonus: _____				
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Distance Running	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Rowing	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Scaling	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Sprinting	_____	_____	Bonuses: _____	_____	_____	_____	_____		
Swimming	_____	_____	Bonuses: _____	_____	_____	_____	_____		

Character:										Level:	
ATHLETIC • GYMNASTICS					Profession Bonus: _____						
Rank Cost: 2/6					Stat Bonus: _____						
Category Progression: Standard					Rank Bonus: _____						
Skill Progression: Standard					Special Bonus: _____						
					Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.				
Acrobatics	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Athletic Games	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Climbing	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Contortions	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Diving	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Flying/Gliding	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Juggling	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Pole-vaulting	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Rappelling	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Skating	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Skiing	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Stilt-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Surfing	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Tightrope-walking	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Tumbling	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
AWARENESS • PERCEPTIONS					Profession Bonus: _____						
Rank Cost: 4/12					Stat Bonus: _____						
Category Progression: 0 • 0 • 0 • 0 • 0					Rank Bonus: _____						
Skill Progression: 0 • 1 • 1 • 0 • 5 • 0					Special Bonus: _____						
					Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.				
Alertness	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Sense Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____				
AWARENESS • SEARCHING					Profession Bonus: _____						
Rank Cost: 2/6					Stat Bonus: _____						
Category Progression: Standard					Rank Bonus: _____						
Skill Progression: Standard					Special Bonus: _____						
					Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.				
Detect Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Lie Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Locate Hidden	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Observation	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Poison Perception	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Reading Tracks	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Surveillance	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Tracking	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
AWARENESS • SENSES					Profession Bonus: _____						
Rank Cost: 2/6					Stat Bonus: _____						
Category Progression: Standard					Rank Bonus: _____						
Skill Progression: Standard					Special Bonus: _____						
					Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.				
Direction Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Reality Awareness	_____	R	Bonuses: _____	_____	_____	_____	_____				
Sense (Hearing)	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Sense (Sight)	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Sense (Smell)	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Sense (Taste)	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Sense (Touch)	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Situational Aware.	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Sit. Aware: Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____				
Spatial Loc. Aware.	_____	R	Bonuses: _____	_____	_____	_____	_____				
Time Sense	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____				
BODY DEVELOPMENT					Profession Bonus: _____						
Rank Cost: 4/10					Stat Bonus: _____						
Category Progression: na					Rank Bonus: _____						
Skill Progression: see Table T-1.1					Special Bonus: _____						
					Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.				
Body Development	_____	_____	Bonuses: _____	_____	_____	_____	_____				

Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 5/12
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Ag+Qu+SD # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 3/3/3
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+Em # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/7
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me # Ranks: _____
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Ag+Me+SD # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me # Ranks: _____
 Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 10
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+Ag # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Me+Re+Me # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Pr+Em+In # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 5
 Category Progression: Standard
 Skill Progression: Standard

St+Ag+St # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Chaotic Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS									
Rank Cost: 5			Ag+St+Ag		Profession Bonus: _____			Stat Bonus: _____	
Category Progression: Standard			# Ranks: _____		Rank Bonus: _____			Special Bonus: _____	
Skill Progression: Standard			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Blocking	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sweeps Degree 1	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sweeps Degree 2	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sweeps Degree 3	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sweeps Degree 4	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Wrestling	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
OUTDOOR • ANIMAL									
Rank Cost: 2/7			Em+Ag+Em		Profession Bonus: _____			Stat Bonus: _____	
Category Progression: Standard			# Ranks: _____		Rank Bonus: _____			Special Bonus: _____	
Skill Progression: Standard			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Animal Handling	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Animal Healing	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Animal Mastery	_____	R	_____	_____	_____	_____	_____	Bonuses: _____	
Animal Training	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Herding	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Riding	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Driving	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
OUTDOOR • ENVIRONMENTAL									
Rank Cost: 2/6			SD+In+Me		Profession Bonus: _____			Stat Bonus: _____	
Category Progression: Standard			# Ranks: _____		Rank Bonus: _____			Special Bonus: _____	
Skill Progression: Standard			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Caving	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Foraging	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Hunting	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Star-gazing	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Survival	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Weather Watching	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
POWER AWARENESS									
Rank Cost: 2/4			Em+In+Pr		Profession Bonus: +10			Stat Bonus: _____	
Category Progression: Standard			# Ranks: _____		Rank Bonus: _____			Special Bonus: _____	
Skill Progression: Standard			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Attunement	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Divination	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Power Perception	_____	R	_____	_____	_____	_____	_____	Bonuses: _____	
Read Runes	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
POWER MANIPULATION									
Rank Cost: 4/10			Em+In+Pr		Profession Bonus: +10			Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0			# Ranks: na		Rank Bonus: na			Special Bonus: _____	
Skill Progression: Combined			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Channeling	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Magic Ritual	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sp. Mastery	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Transcend Armor	_____	R	_____	_____	_____	_____	_____	Bonuses: _____	
<i>The Channeling skill should be classified as Restricted unless the character's chosen realm is Channeling.</i>									
POWER POINT DEVELOPMENT									
Rank Cost: 8			# Ranks: na		Profession Bonus: +5			Stat Bonus: _____	
Category Progression: na			# Ranks: na		Rank Bonus: na			Special Bonus: _____	
Skill Progression: see Table T-1.1			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
PP Development	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	

SCIENCE/ANALYTIC • BASIC									
Rank Cost: 2/4			Re+Me+Re		Profession Bonus: _____			Stat Bonus: _____	
Category Progression: Standard			# Ranks: _____		Rank Bonus: _____			Special Bonus: _____	
Skill Progression: Standard			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Basic Math	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Research	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
SCIENCE/ANALYTIC • SPECIALIZED									
Rank Cost: 6/14			Re+Me+Re		Profession Bonus: _____			Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0			# Ranks: na		Rank Bonus: na			Special Bonus: _____	
Skill Progression: Combined			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
_____	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
_____	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
_____	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
_____	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
SELF CONTROL									
Rank Cost: 6			SD+Pr+SD		Profession Bonus: +5			Stat Bonus: _____	
Category Progression: Standard			# Ranks: _____		Rank Bonus: _____			Special Bonus: _____	
Skill Progression: Standard			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Adr. Balance	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Adr. Concentration	_____	E	_____	_____	_____	_____	_____	Bonuses: _____	
Adr. Landing	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Adr. Leaping	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Adr. Quickdraw	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Adr. Speed	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Adr. Stabilization	_____	R	_____	_____	_____	_____	_____	Bonuses: _____	
Adr. Strength	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Cleansing Trance	_____	R	_____	_____	_____	_____	_____	Bonuses: _____	
Control Lycanth.	_____	R	_____	_____	_____	_____	_____	Bonuses: _____	
Death Trance	_____	R	_____	_____	_____	_____	_____	Bonuses: _____	
Frenzy	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Healing Trance	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Meditation	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Mnemonics	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Sleep Trance	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Stun. Maneuvering	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
SPECIAL ATTACKS									
Rank Cost: 8			St+Ag+SD		Profession Bonus: _____			Stat Bonus: _____	
Category Progression: 0 • 0 • 0 • 0 • 0			# Ranks: na		Rank Bonus: na			Special Bonus: _____	
Skill Progression: Combined			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Brawling	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Dis. foe (Armed)	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Dis. foe (Unarmed)	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Jousting	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
SPECIAL DEFENSES									
Rank Cost: 35			none		Profession Bonus: _____			Stat Bonus: na	
Category Progression: 0 • 0 • 0 • 0 • 0			# Ranks: na		Rank Bonus: na			Special Bonus: _____	
Skill Progression: Combined			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Adrenal Defense	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Adrenal Toughness	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
SUBTERFUGE • ATTACK									
Rank Cost: 10			Ag+SD+In		Profession Bonus: _____			Stat Bonus: _____	
Category Progression: Standard			# Ranks: _____		Rank Bonus: _____			Special Bonus: _____	
Skill Progression: Standard			Total Category Bonus: _____						
Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.		
Ambush	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	
Silent Attack	_____	_____	_____	_____	_____	_____	_____	Bonuses: _____	

Chaotic Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Rank Cost: 7
 Category Progression: Standard
 Skill Progression: Standard

In+Ag+Re # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

OPEN ARCANE LISTS

Rank Cost: 8/8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Rank Cost: 5
 Category Progression: Standard
 Skill Progression: Standard

Ag+SD+In # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

CLOSED ARCANE LISTS

Rank Cost: 10/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Re+Me+SD # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

BASE LISTS

Rank Cost: 6/6/6
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: 0 • 1 • 1 • 0.5 • 0

Em/In/Pr # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Motions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Changes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hand of Chaos	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Rank Cost: 8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Re+Me+In # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 1

Rank Cost: 4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Rank Cost: 5/12
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Me+In+Re # Ranks: na
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 2

Rank Cost: 6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Rank Cost: 4
 Category Progression: Standard
 Skill Progression: Standard

In+Pr+Re # Ranks: _____
 Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

WEAPON CATEGORY 3

Rank Cost: 6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Magehunter Category/Skill Record Sheet (part II)

Character:

Level:

COMBAT MANEUVERS

Rank Cost: 4/12
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Deflecting	_____	R	Bonuses: _____	_____	_____	_____	_____
Mounted Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Reverse Stroke	_____	_____	Bonuses: _____	_____	_____	_____	_____
Subdual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Swashbuckling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tumbling Evasion	_____	R	Bonuses: _____	_____	_____	_____	_____
Two-weap. Combat	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

COMMUNICATIONS

Rank Cost: 3/3/3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Language	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lip Reading	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Language	_____	R	Bonuses: _____	_____	_____	_____	_____
Signaling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

CRAFTS

Rank Cost: 4/10
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

DIRECTED SPELLS

Rank Cost: 12
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

INFLUENCE

Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Bribery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Diplomacy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Duping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Interrogation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Leadership	_____	_____	Bonuses: _____	_____	_____	_____	_____
Propaganda	_____	_____	Bonuses: _____	_____	_____	_____	_____
Public Speaking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Seduction	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • GENERAL

Rank Cost: 1/3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Culture	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fauna Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Flora Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Heraldry	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
History	_____	_____	Bonuses: _____	_____	_____	_____	_____
Philosophy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Region	_____	_____	Bonuses: _____	_____	_____	_____	_____
Religion	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • MAGICAL

Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Artifact Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Circle Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Planar Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Symbol Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Undead Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Warding Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • OBSCURE

Rank Cost: 3/7
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Demon/Devil Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dragon Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Faerie Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
Xeno	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

LORE • TECHNICAL

Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Herb Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Lock Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Metal Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Poison Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stone Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trading Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

MARTIAL ARTS • STRIKING

Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Boxing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Striking Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tackling	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Magehunter Category/Skill Record Sheet (part III)

Character:

Level:

MARTIAL ARTS • SWEEPS
 Rank Cost: 3
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	Bonuses: _____	_____	_____	_____	_____
Wrestling	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ANIMAL
 Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Animal Mastery	_____	R	Bonuses: _____	_____	_____	_____	_____
Animal Training	_____	_____	Bonuses: _____	_____	_____	_____	_____
Herding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Riding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Driving	_____	_____	Bonuses: _____	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL
 Rank Cost: 1/5
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	Bonuses: _____	_____	_____	_____	_____
Foraging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Star-gazing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Survival	_____	_____	Bonuses: _____	_____	_____	_____	_____
Weather Watching	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER AWARENESS
 Rank Cost: 1/5
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	Bonuses: _____	_____	_____	_____	_____
Divination	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Perception	_____	E	Bonuses: _____	_____	_____	_____	_____
Read Runes	_____	_____	Bonuses: _____	_____	_____	_____	_____

POWER MANIPULATION
 Rank Cost: 6/12
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Magic Ritual	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sp. Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Transcend Armor	_____	R	Bonuses: _____	_____	_____	_____	_____

POWER POINT DEVELOPMENT
 Rank Cost: 8
 Category Progression: na
 Skill Progression: see Table T-1.1

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • BASIC
 Rank Cost: 2/4
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	Bonuses: _____	_____	_____	_____	_____
Research	_____	_____	Bonuses: _____	_____	_____	_____	_____

SCIENCE/ANALYTIC • SPECIALIZED
 Rank Cost: 8
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

SELF CONTROL
 Rank Cost: 2/6
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Concentration	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Landing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Leaping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Speed	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adr. Stabilization	_____	R	Bonuses: _____	_____	_____	_____	_____
Adr. Strength	_____	_____	Bonuses: _____	_____	_____	_____	_____
Cleansing Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Control Lycanth.	_____	R	Bonuses: _____	_____	_____	_____	_____
Death Trance	_____	R	Bonuses: _____	_____	_____	_____	_____
Frenzy	_____	_____	Bonuses: _____	_____	_____	_____	_____
Healing Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Meditation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mnemonics	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sleep Trance	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL ATTACKS
 Rank Cost: 4/9
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: _____
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	Bonuses: _____	_____	_____	_____	_____
Jousting	_____	_____	Bonuses: _____	_____	_____	_____	_____

SPECIAL DEFENSES
 Rank Cost: 30
 Category Progression: 0 • 0 • 0 • 0 • 0
 Skill Progression: Combined

Profession Bonus: _____
 Stat Bonus: na
 Rank Bonus: na
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	Bonuses: _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • ATTACK
 Rank Cost: 6/14
 Category Progression: Standard
 Skill Progression: Standard

Profession Bonus: +5
 Stat Bonus: _____
 Rank Bonus: _____
 Special Bonus: _____
 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	Bonuses: _____	_____	_____	_____	_____
Silent Attack	_____	_____	Bonuses: _____	_____	_____	_____	_____

Magehunter Category/Skill Record Sheet (part IV)

Character:

Level:

SUBTERFUGE • MECHANICS

Profession Bonus: +5
 In+Ag+Re Stat Bonus: _____
 Rank Cost: 5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

OPEN ARCANE LISTS

Profession Bonus: _____
 Em/In/Pr Stat Bonus: _____
 Rank Cost: 8/8 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Camouflage	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses: _____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Locks	_____	_____	Bonuses: _____	_____	_____	_____	_____
Setting Traps	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trap Building	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use/Rem. Poison	_____	_____	Bonuses: _____	_____	_____	_____	_____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Barriers	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Forces	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Senses	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Shield	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Signs	_____	_____	Bonuses: _____	_____	_____	_____	_____
Detection Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Realm Law	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Inhibitors	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Triggers	_____	_____	Bonuses: _____	_____	_____	_____	_____

SUBTERFUGE • STEALTH

Profession Bonus: +5
 Ag+SD+In Stat Bonus: _____
 Rank Cost: 2/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

CLOSED ARCANE LISTS

Profession Bonus: _____
 Em/In/Pr Stat Bonus: _____
 Rank Cost: 10/10 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Hiding	_____	_____	Bonuses: _____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses: _____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses: _____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses: _____	_____	_____	_____	_____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Arcane Healing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Summons	_____	_____	Bonuses: _____	_____	_____	_____	_____
Arcane Visions	_____	_____	Bonuses: _____	_____	_____	_____	_____
Aura Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Bladerunes	_____	_____	Bonuses: _____	_____	_____	_____	_____
Fire Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Light Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Nature Manipulation	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Mastery	_____	_____	Bonuses: _____	_____	_____	_____	_____
Shifting Law	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • GENERAL

Profession Bonus: _____
 Re+Me+SD Stat Bonus: _____
 Rank Cost: 3/7 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

BASE LISTS

Profession Bonus: _____
 Em/In/Pr Stat Bonus: _____
 Rank Cost: 6/6 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: 0 • 1 • 1 • 0.5 • 0 Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Begging	_____	_____	Bonuses: _____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses: _____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses: _____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses: _____	_____	_____	_____	_____
Sailing	_____	_____	Bonuses: _____	_____	_____	_____	_____
Tactical Games	_____	_____	Bonuses: _____	_____	_____	_____	_____
Use Prepared Herb	_____	_____	Bonuses: _____	_____	_____	_____	_____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Amplifications	_____	_____	Bonuses: _____	_____	_____	_____	_____
Containing Ways	_____	_____	Bonuses: _____	_____	_____	_____	_____
Hunter's Call	_____	_____	Bonuses: _____	_____	_____	_____	_____
Power Lore	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Protection	_____	_____	Bonuses: _____	_____	_____	_____	_____
Spell Tracker	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • PROFESSIONAL

Profession Bonus: _____
 Re+Me+In Stat Bonus: _____
 Rank Cost: 8 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

WEAPON CATEGORY 1

Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 3/5 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

TECHNICAL/TRADE • VOCATIONAL

Profession Bonus: _____
 Me+In+Re Stat Bonus: _____
 Rank Cost: 5/12 # Ranks: na Rank Bonus: na
 Category Progression: 0 • 0 • 0 • 0 • 0 Special Bonus: _____
 Skill Progression: Combined Total Category Bonus: _____

WEAPON CATEGORY 2

Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 4/9 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

URBAN

Profession Bonus: +5
 In+Pr+Re Stat Bonus: _____
 Rank Cost: 2/6 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

WEAPON CATEGORY 3

Profession Bonus: +5
 Stat Bonus: _____
 Rank Cost: 4 # Ranks: _____ Rank Bonus: _____
 Category Progression: Standard Special Bonus: _____
 Skill Progression: Standard Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Contacting	_____	_____	Bonuses: _____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses: _____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses: _____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses: _____	_____	_____	_____	_____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____
_____	_____	_____	Bonuses: _____	_____	_____	_____	_____

GNOLL RACIAL SUMMARY

While Gnolls generally inhabit the upper highlands, they seldom seek homes far from the surface. They are not an unfriendly folk, but it does take time before they warm to strangers. Most Gnolls pursue magical studies and arts, but every tribe has its warriors. It is curious to note that both the males and females have the same basic physical builds.

PHYSICAL CHARACTER

Build: Short and very quick. The average weight is 75 pounds.
Coloring: Sparse hair, relatively dark in hue. Skin coloration is usually light (though they will darken with prolonged exposure to sunlight). Eyes tend to be dark with only slight variations in color.
Height: Average height of 3'2".
Lifespan: 110 years.
Special Abilities: Gnolls see well at night. In the dimmest light, they can see 100' as if it were daytime. In addition, Gnolls have an unusual ability to sense shifts in the weather (reflected by a special bonus of +25 to Weather Watching skill).

CULTURE

Clothing & Decoration: Gnollish clothing tends to be rather mundane and practical (though they do wear brighter garb when secluded from watchful eyes).
Fears & Inabilities: Gnolls tend to be very timid around strangers.
Lifestyle: Gnolls are not generally a violent race; nor do they tend to seek material gain. They seek little except to remain at one with the earth and world around them.
Marriage Pattern: No formal marriages, though long-lasting relationships are common. Families are rarely large.
Religion: Gnolls have no formal religion; though they do worship the power of the earth and the might of nature.

OTHER FACTORS

Demeanor: Sometimes deemed overly defensive, Gnolls are remarkably even-tempered. They are often very timid around strangers, but in the company of close friends have been known to be quite sociable.
Language: *Starting Languages:* Gnolls speak their own musical language (S8/W6). They also speak Common-speech (S7/W5) and Plains-speech (S7/W5). *Allowed Adolescence Development:* Gnoll (S10/W10), Gnome (S5/W4), Dwarvish (S5/W4), Elvish (S6/W5), Black-speech (S6/W4), Common-speech (S10/W10), Plains-speech (Rank S8/W6), and Hill-speech (S6/W6).
Prejudices: Gnolls have the same hatred for violent folk that many races have, and so despise Orcs, Goblins, and others of their ilk. They are suspicious of all strangers, however, and may treat even an Elf with the same disdain as an Orc.
Professions: Gnolls may freely select any profession in the realm of Arms or Essence (including hybrids and semi-spell users with Essence as a realm). They do not, as a rule, practice Mentalism or Channeling (though exceptions have been noted in their societies).
Training Packages: Gnolls may normally choose from any of the Training Packages in the *RMSS* as well as the special Gnoll Training Packages.
Special Skills: *Everyman:* any skill in the Subterfuge • Stealth skill category; *Restricted:* any skill in the Urban skill category.
Standard Hobby Skills: Acrobatics, Appraisal, Attunement, Caving, Climbing, Cooking, Camouflage, Disarming raps, Hiding Items, Leather-crafts, any skills in the Weapon • Missile skill category, Observation, Setting Traps, Stalking, Tracking, Trap Building, Weather Watching, any skill in the Power Awareness skill category, and any Open Essence spell list.

OUTFITTING OPTIONS

Weapons: Their preferred weapon is the sling, though they have been known to use the short sword, handaxe, dagger, main gauche, warhammer (though rare), club, mace, spear, javelin, short bow, any crossbow (usually light), or bola. Their racial-specific weapons include a tunch and/or a hup.
Armor: Any. Gnolls favor lighter armors (particularly leathers).
Money: 1-2 gold pieces.

BACKGROUND OPTIONS

Gnolls get five background options.
Extra Languages: In addition to the tongues listed above: Elvish (S6/W6), Wood-speech (S6/W6), North-speech (S5/W4), and Orcish (S5/W4).
Extra Money: Gold pieces (of various mints) or small gemstones of comparable value.
Special Items: Most special items that Gnolls acquire will be utilitarian or stealthy in nature (though they have been known to employ all types of items).
Talents: See Section 6.6.4 for Gnoll-specific talents (and guidelines for using them).

ADOLESCENT SKILL DEVELOPMENT

Gnoll characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	2
Athletic • Brawn skill category	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	2
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	4
Awareness • Searching skill category	2
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	5
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Animal skill category	2
Outdoor • Environmental skill category	3
Power Awareness skill category	2
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	2
Stalking	2
Hiding	2
Technical/Trade • General skill category	1
Weapon • 1-H Concussion skill category	2
one weapon, based upon culture	2
Weapon • 1-H Edged skill category	1
one weapon, based upon culture	1
Weapon • Missile skill category	2
one weapon, based upon culture	2
Weapon • Thrown skill category	1
one weapon, based upon culture	1
Hobby Ranks	12
Background Options	5
Talent Points (cost: 99)	50

Part II

Section 6.6

Background Options

Gnoll Racial Summary



Stat Bonus

Ag: +4
 Co: +0
 Me: +0
 Re: +1
 SD: +2
 Em: +4
 In: +2
 Pr: -2
 Qu: +2
 St: +0

RR Mod:

Ess.: +10
 Chan.: +0
 Ment.: +0
 Poison: +5
 Disease: +5
 Fear: +0

Body Dev. Progression

0*6*2*2*1

Channeling PP Dev. Progression

0*3*2*1*1

Essence PP Dev. Progression

0*7*6*5*4

Mentalism PP Dev. Progression

0*4*3*1*1

Arcane PP Dev. Progression

0*5*3*1*1

Soul Departure

16 rounds

Recovery Modifier:

0.5 times

Race Type

1

Part II

Section 11.6

Background Options

Kobold Racial Summary



Stat Bonuses:

- Ag: +2
- Co: +4
- Me: +0
- Re: +0
- SD: +0
- Em: -2
- In: +2
- Pr: -4
- Qu: +6
- St: -5

RR Mod:

- Ess.: +10
- Chan.: +10
- Ment.: -10
- Poison: +5
- Disease: +5
- Fear: +0

Body

Dev. Progression: 0•5•3•2•1

Channeling

PP Dev. Progression: 0•6•5•4•3

Essence

PP Dev. Progression: 0•3•2•1•1

Mentalism

PP Dev. Progression: 0•3•2•2•1

Arcane

PP Dev. Progression: 0•3•2•1•1

Soul

Departure: 6 rounds

Recovery

Modifier: 1.5 times

Race Type:

2

KOBOLD RACIAL SUMMARY

Kobolds are the smallest of the small races. They are viewed with disdain by all races; good and evil alike. However, they have a penchant for flattery and clever speech (and knives in the shadows). Kobolds have made it their life to survive in a world that views them as useless and worthless.

PHYSICAL CHARACTER

Build: Kobolds are rarely taller than 3' and while similar to Goblins in general, they have less round faces and tend to be much leaner (and of course have no problems with their feet). Both males and females have such similar builds as to be often confused.

Coloring: Their ruddy skin is often dirty. Their hair is bristly and always dark in hue. Their short horns are lighter in color (but rarely grow long enough to use as an attack form).

Endurance: Kobolds have an inner resolve that is rarely displayed. They can go for up to a day and a half without sleep (and then only need half as much rest as a man).

Height: Average 2'10".

Lifespan: 75 years.

Resistance: The hardy system of the Kobold is slightly more resistant to poisons and disease (a special bonus of +5 to RRs versus poison and disease).

Special Abilities: Like all Goblin breeds, Kobolds have the ability to see in dim light (up to 100'). In addition, they receive a special bonus of +10 to the Influence skill category (representing their ability to lie, whine, and bemoan their way out of situations).

CULTURE

Clothing & Decoration: Though the skills of tailoring and weaving are not unknown to the Kobolds, they can rarely make anything that is better than serviceable (they will, however, steal clothes of bright colors from other diminutive races).

Fears & Inabilities: Kobolds fear anyone bigger than themselves (with is practically everyone). The sun is particularly loathed (-75 to all actions while in the sunlight).

Lifestyle: Survival. The Kobolds have become great at it by becoming great at whining, lying, flattering, etc. Rarely will a Kobold be truly alone (there are usually others waiting in hiding). They will often maneuver themselves into a position as a follower (where they will be quite loyal).

Marriage Pattern: Marriages are tenuous in Kobold society. Mates are often taken at a whim.

Religion: Kobolds have no organized religion, except to fear greater powers (to whom tributes are often paid).

OTHER FACTORS

Demeanor: Almost as a whole, Kobolds are cunning almost beyond compare. They prefer to keep the element of surprise when forced to combat (performing maneuvers that seem unreasonable, just to keep their foes off guard).

Language: *Starting Languages:* Goblin (S7/W7) and Black-speech (S6/W6). *Allowed Adolescence Development:* Black-speech (S8/W8), Common-speech (S7/W6), Hobgoblin (S6/W6), and Hill-speech (S6/W4).

Prejudices: Kobolds dislike everyone equally (though fear works wonder on their loyalty).

Professions: Spell using Kobolds would be quite a rare sight indeed. Channeling users have been reported (though highly rare) and no reports of any Essence or Mentalism users have ever been made.

Training Packages: Kobolds could conceivably learn any Training Package in the RMSS. In addition, they may select the Kobold Training Packages.

Special Skills: *Everyman:* Duping; *Restricted:* none.

Standard Hobby Skills: Alertness, Ambush, Body Development, Caving, Climbing, Detect Ambush, Detect Traps, Hiding, Leather-crafts, Lock Lore, Metal-crafts, Metal Lore, Mining, Prepare Poisons, Setting Traps, Scrounging, Sprinting, Stalking, Stone Lore, Surveillance, Trap Building, Use/Remove Poison, Wood-crafts, any skill in the Weapon group.

OUTFITTING OPTIONS

Armor: Kobolds are rarely seen in armor (though they have been reported to wear leathers upon occasion).

Money: 1-10 silver coins of various mints.

Weapons: Any small, light weapon will be gladly used. Kobolds also have a like of piercing weapons (spears, spiked clubs, etc.).

BACKGROUND OPTIONS

Kobolds have six background options.

Extra Languages: In addition to the tongues listed above: Small-speech (S6/W4), Black-speech (S10/W10), and Hill-speech (S8/W8).

Extra Money: Rarely would a Kobold have more than a couple of gold coins worth of extra money (and this is usually in an accumulation of lesser valued coins).

Special Items: Kobolds would only seek out items that enhance their abilities as sneaking liars (though weapons would gladly be taken).

Talents: Kobolds should re-roll any "spell-user" results. See Section 11.6.4 for Hobgoblin-specific Talents.

ADOLESCENT SKILL DEVELOPMENT

Kobold characters gain the following skills during their adolescent development.

Skill	Ranks
Armor • Light skill category	2
Soft Leather	2
Rigid Leather	1
Athletic • Endurance skill category	1
Swimming	1
Athletic • Gymnastic skill category	2
Climbing	2
Awareness • Perceptions skill category	n/a
Alertness	2
Awareness • Searching skill category	3
Body Development skill category	n/a
Body Development	2
Communications skill category	1
Language skills	5
Lore • General skill category	3
"Own" Region Lore	3
"Own" Culture Lore	3
Outdoor • Environmental skill category	4
Science/Analytic • Basic skill category	1
Subterfuge • Stealth skill category	3
Stalking	3
Hiding	3
Technical/Trade • General skill category	1
Urban skill category	1
Weapon • 1-H Edged skill category	2
one weapon, based upon culture	2
Weapon • Missile skill category	2
one weapon, based upon culture	2
Weapon • Thown skill category	2
one weapon, based upon culture	2
Hobby Ranks	12
Background Options	6
Talent Points (cost: 49)	55

Section 16.0

Castle Record
—The Land

CASTLE RECORD—THE LAND

Population:	Economy:			
Standard of Living:				
Tax Average:	Society:	Mod.	Public Opinion	Foreign Relations
Taxes/month:	Religion:	-75	1 Total War	1 Rebellion
Other Income:		-50	2 War	2 Factional Rebellion
Total Income:		-25	3 Hostile	3 Angry
		-10	4 Wary	4 Disgruntled
Monthly Expenses:		0	5 Neutral	5 Neutral
Staff:		0	6 Guarded	6 Quiet
Servants:		+10	7 Cautious	7 Hopeful
Maintenance:	(1% of castle cost)	+20	8 Friendly	8 Happy
Other:		+35	9 Defensive Alliance	9 Patriotic
Total Expenses:		+50	10 True Alliance	10 Worshipful
Net Income:	(Taxes-Total Expenses)			
Castle Stores:	Castle Vault/Property:			

Towns/Points of Interest

Neighboring Lands/status

n
b
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bo
we
mo
typ
ton
all
rifl
Fire
S
ego
amp
wou
hand